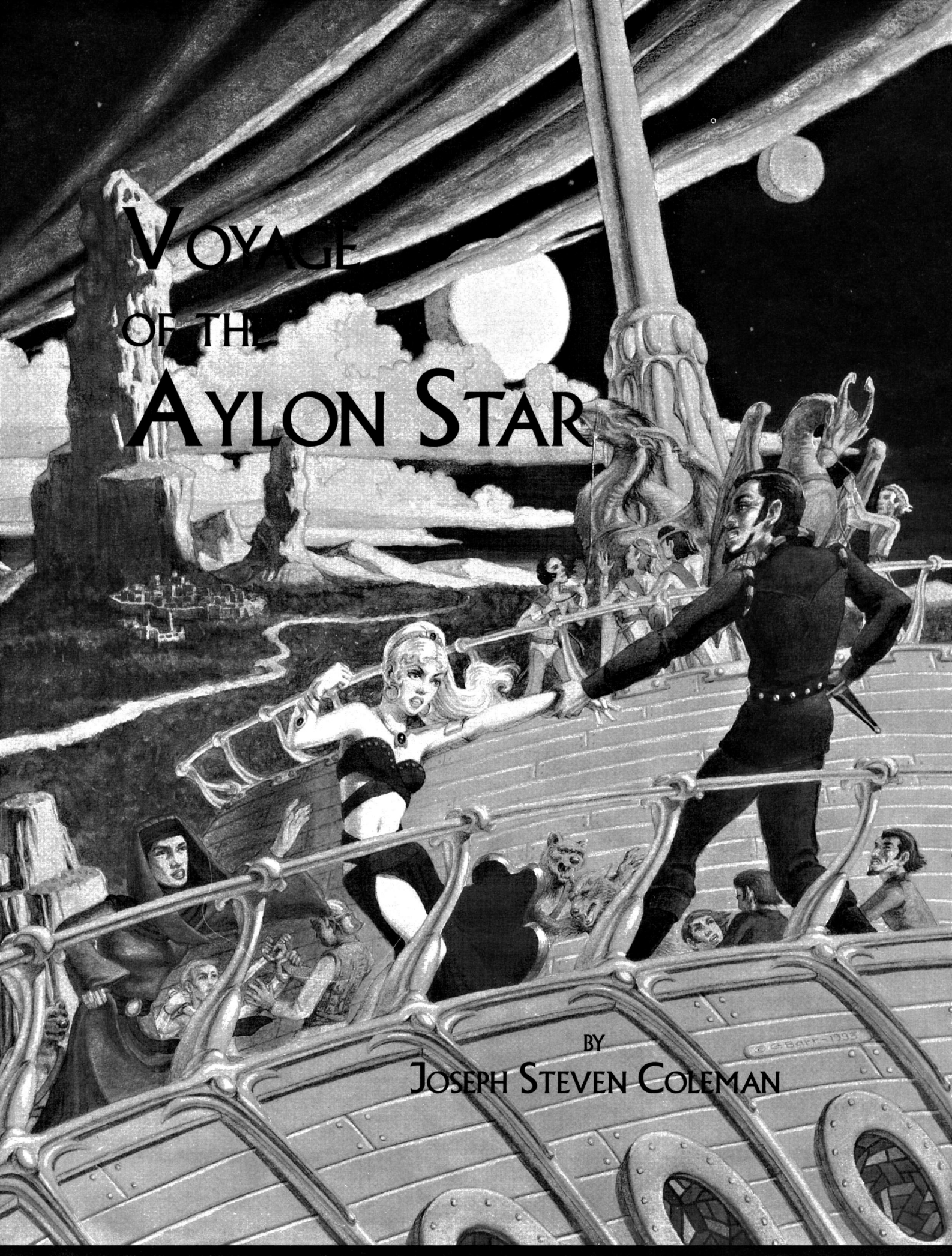
VOYAGE
OF THE
AYLON STAR
BY
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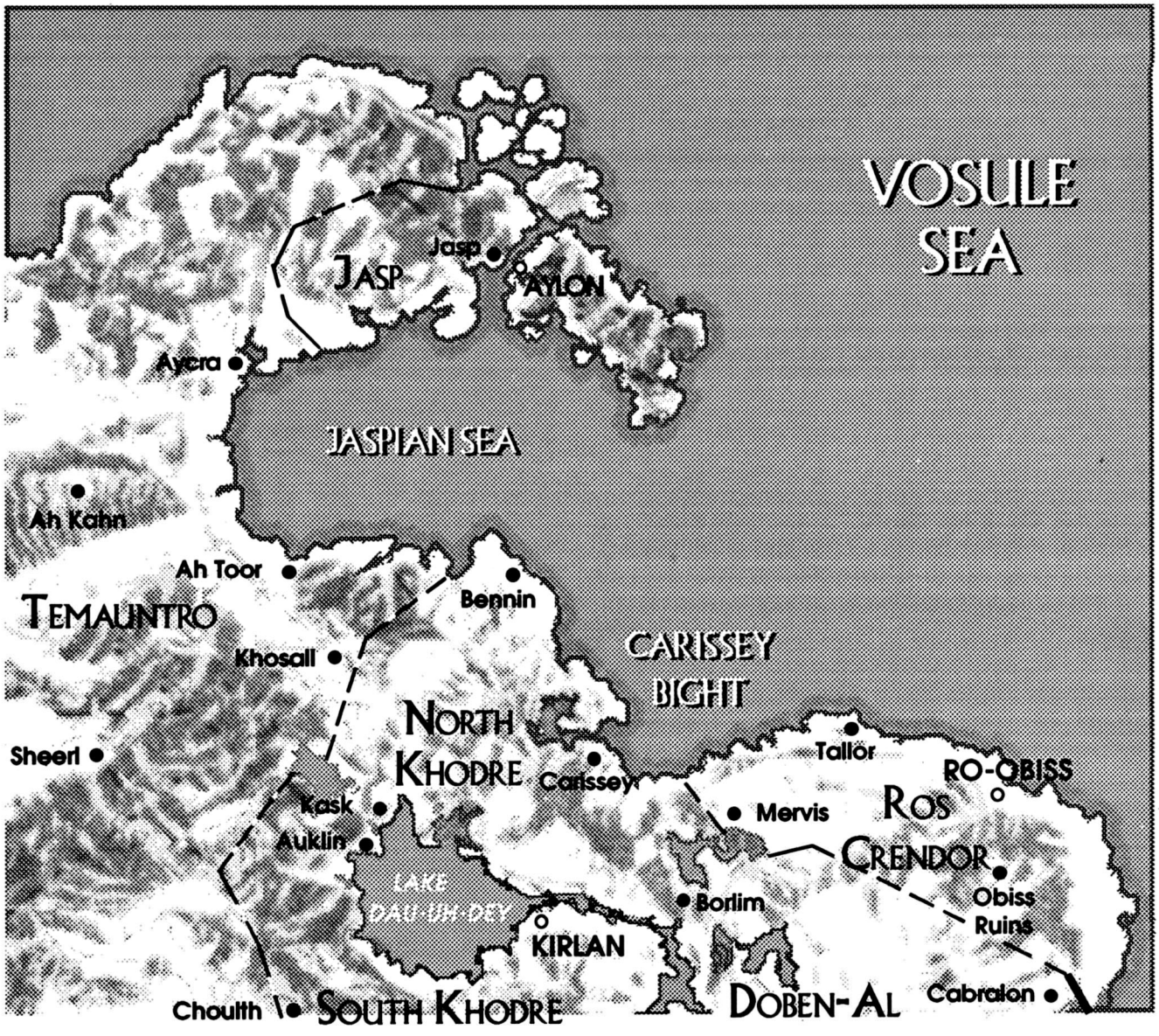

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Voyage of the Aylon Star

A SkyRealms Adventure by Joseph Steven Coleman

Adventure Outline

Your players begin in Aylon, the capital of Jasp. It is up to the sholari to decide why, but give your team a need to get out of town – a failed attempt as thieves or a bad debt works well. With help from a likable scoundrel bronth who runs the Night Fires inclep, they are able to get out of town on a skyship.

The ship is the Aylon Star, the first of a new class of crystal schooner that is capable of long voyages (other skyships ply small, local routes). On board they meet a healer, a messenger woffen boy, a noble lady of Jasp and her matron, and the son of one of Thantier's most powerful families.

During some relaxing time in the main salon of the ship, a kidnap attempt takes place – the Thantierian intends to kidnap the Jaspian woman, who has refused his offers of marriage. The adventurers might want to prevent Prince Tanoli and his thugs from removing the girl against her will.

While the kidnap attempt provides the main thrust of the adventure, crystal schooners also encounter skyrealms of varying sizes as they travel the aerial isho currents. The Aylon Star may dock at a number of skyrealms (as the sholari chooses) or may simply dock at the skyrealm provided here.

The isho currents are not as simple as ocean or river currents; transitions from one to another are difficult, often dangerous and sometimes lethal. Ships of poor construction break up easily during these transitions and even well built ships have been found scattered along the landscape. Current changes may be used by the sholari to change the direction of the game, to maroon the players in a new landscape or to break up a boring point in the game.

Additional adventures can be generated by following the kidnappers to their homeland, by following the woffen boy as he delivers messages of a meeting of the Iscin races to unify the Children of Iscin, or by taking the Aylon Star to a port of call on its route.

History of Jasp

Jasp is a human realm at the far northern tip of the Temauntro land mass. The land of this region is dominated by permanent glaciers and ice fields, but isho anomalies in the Jaspian Sea provide a temperate zone in the coastal regions and the strait between the mainland and the large island of Jasa. The southern edges of the realm open onto broad, fertile flood plains shared with Jasp and the cygra of northern Temauntro.

The origins of Jasp are said to be from the remnants of an Earth colony that was abandoned during the Human-Shanthic War. A settlement called Jasp was founded on the Aylon Strait in the first century after the war, but had to be abandoned because of vulnerability to attacks by sea and by land. Several human groups moved south and settled a series of small farming communities that were in place when the cygra arrived in the early part of the second century. Most of the original Jaspians, however, were reluctant to give up the rich fishing shoals found in the Aylon Strait and moved to establish a series of defensible fortifications at the mouth of a natural harbor.

Old Aylon was settled in an easily defended deep fjord as a fishing village. Ramian Gire sometimes scouted the coasts and Aylon fortified itself with the Great Wall that still stands surrounding the heart of the original city. The security provided by the Towers and the Great Wall provided a setting that encouraged indoor activity and study during the long cold season.

The mountains behind Aylon and across the strait at the old Earth colony sites revealed themselves to hold comparatively massive veins of crystal, along with rich metal and minerals. Child rearing groups similar to the Gauss klades formed to promote communal child-care while the adults worked in the mines and began robust smithing and shipbuilding industries.

The trade that began between the farming communities of the southern plains of Jasp and the city of Aylon expanded along the coastal regions as far south as Ros Crendor. Jaspian traders used their inclination for scientific study to map the treacherous currents churned by the isho acitvity in the Jaspian Sea; most settlements were content to allow Jasp to take the risks. Many ships never made it back and it was not until centuries later that Jasp would cooperate with the salu to create reliable maps. With small ships and crude maps that were as much fancy as fact, the early Jaspian traders built a small empire that would become the foundation for present day Jasp.

Scientific curiosity led to the exploration of the inland regions near the trading stops. By the time of Paul Gauss and Mayatrish, the Jaspian traders held a place in early Joruni history as adventurers and trading masters. The Aylon version of the klade system was exported with the other goods of the fleet. Traders found that several nations had evolved a less formal system that followed the same general precepts. Jaspian raw materials and finished crafts became prized trade goods along the growing routes of commerce.

Within a few centuries Jasp's original creative and investigative fires were dulled by the growth of powerful families who used enormous amounts of their resources to ensure their continued control over the general population. A type of stagnation set in that was to continue for almost two thousand years. A small middle class of scholars and adventurers kept the spirit of discovery alive while the majority of the population concerned itself with the monotony of farming, fishing, mining and light industry and the tiny noble class indulged in the benefits of their family wealth.

The Age of Monsters following the great alignment in the 400's left each family with stories of human children deformed or transformed. There is no record in Jasp of surviving strains of the mutations later established across Jorune and, until contact with a group of salu in the 900's, and the arrival of muadra and boccord in the early 1100's, the stories of mutations were considered local myth within a hundred years.

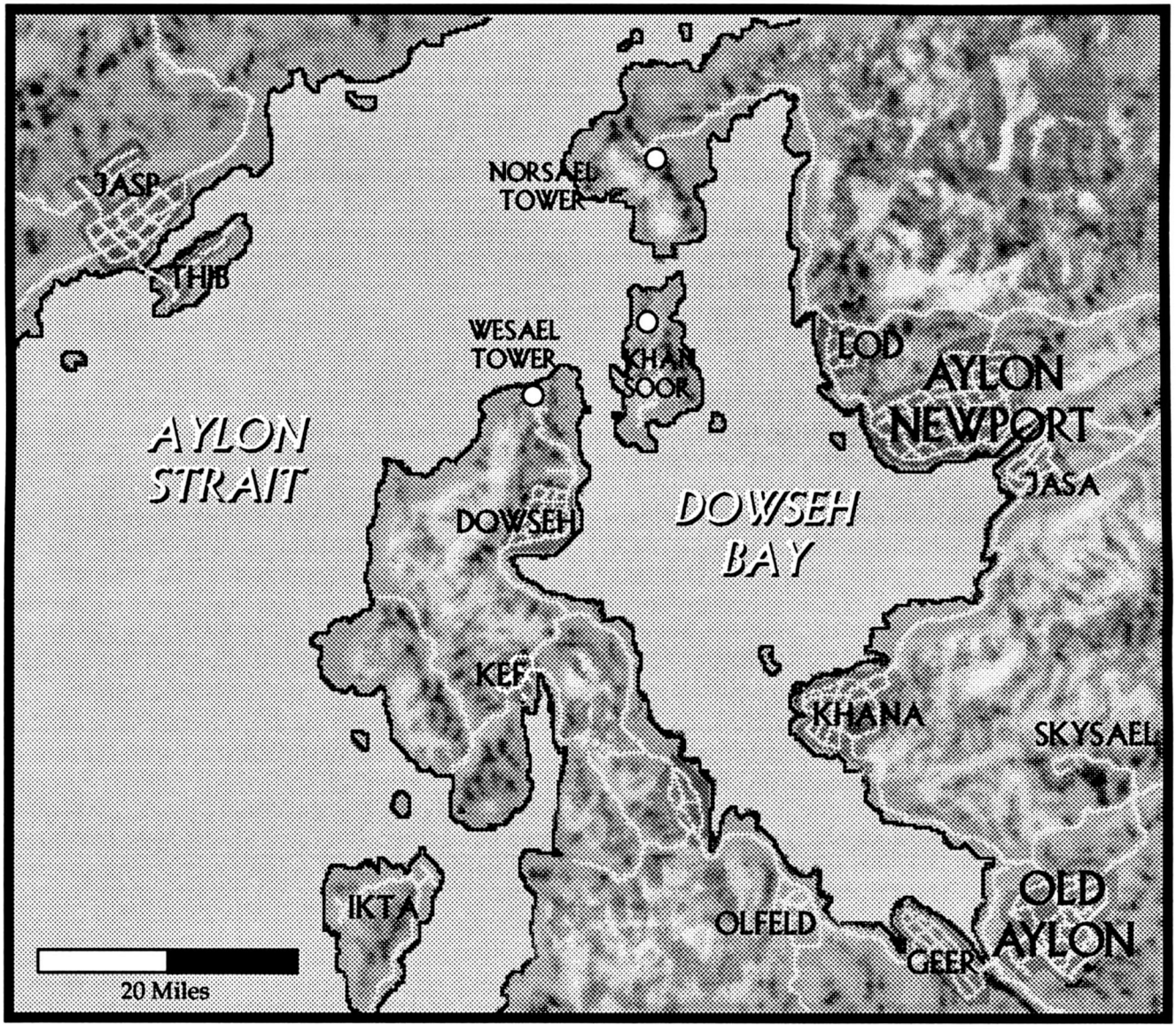
The pure human population remained firmly in control, but in 1105 a boccord party made its way to the old city of Jasp and sought entry into Aylon. The ruling families of Jasp saw that such powerful people could be used in the mines and fleet, but the voracious appetites of their children made them a threatening addition to the community. In 1107 the boccord were given a charter to defend Jasp, to provide porters and laborers, and were given the old site of Jasp as a home of their own. The first boccord representative on the Council of Servants took her place in 1110.

The boccord and muadra had maintained cordial relations since their shared time in Gauss Valley; when word of a boccord sanctuary reached roving clans of muadra in what is now North Khodre, a delegation brought the best of their groups' cloth and carvings to a Jaspian trading port and made the long journey north to plead for a similar arrangement for the muadra. The delegation was received and presented no threat to the families ruling the Council of Servants, but the bias for pure-bred humans was still strong. The muadra were allowed to buy passage on Jaspian ships in exchange for six years of servitude for the nation, but they wered not allowed to live within the walls of the city. Muadra participation in Jasp began in 1164 as a tent settlement of seventy families outside the south wall of Aylon. The harsh crith destroyed the fabric of most of the tents and the following mullin was spent with the help of Jaspian boccord constructing stone buildings that still stand in present day Geer.

The muadra, lacking the physical power of their boccord cousins, established themselves as clerks and craftsmen. Their positions within Aylon's libraries led many to join the exploratory parties that catalogued and mapped the areas considered important by the Jaspian families. Their non-threatening appearance also made many muadras excellent negotiators for the trading fleet, and some muadra became wealthy in Jasp. The city of Khana was built north of Aylon by these successful muadra traders and by 1600 three muadra sat on the Council of Servants.

In 820 a team of Jaspian scholars unlocked the secret of skyrealm levitation while exploring skyrealm pits on the big island of Jasa. Ton Harik is credited with the first Jaspian airship flight over Aylon in 842. He used a small fishing boat sheathed in metal with water and a small stove to heat and cool the crystals lashed to the sides of the ship.

In the early 900's a salu party entered a partnership with Jasp to build a fleet of faster sea-going vessels capable of carrying more cargo and expanding Jasp's range. Jaspian expeditions ranged far and wide, and eventually explored the heart of the Temauntro, the Hobeh, Drail and parts of Voligire. Ayloni scholars became second only to the thriddle in their quest for knowledge and collection of shanthic items, Earth colony relics, Dark Age Jorune artifacts and odd items that have been discovered and are yet to be identified. The Aylon Academy remains a recognized and pres-

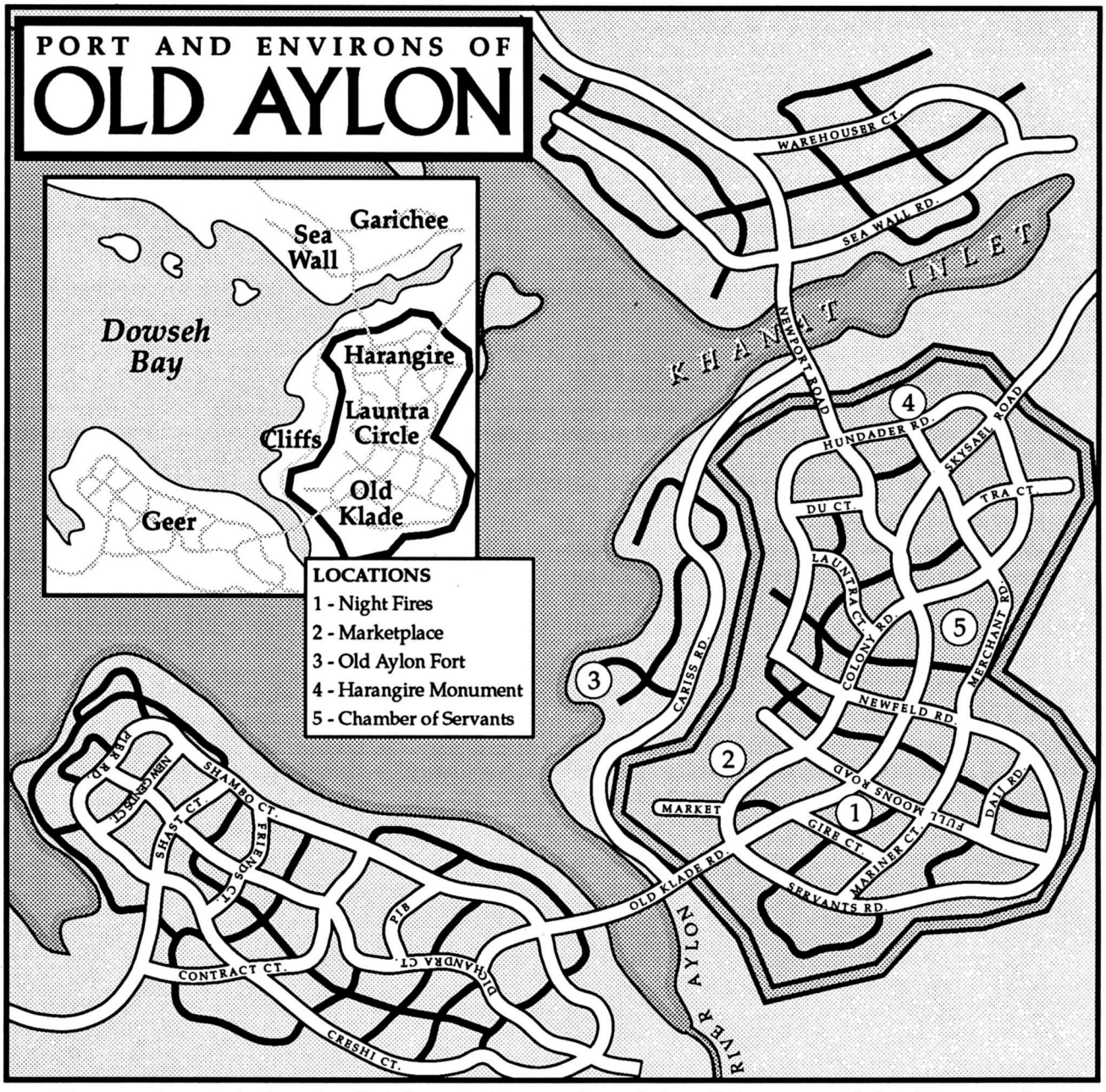


tigious training facility for field Iscin, second only to the centers in Gauss Valley and Tan-Iricid. In the second millennia, Jasp opened extensive agreements for trading information with Tan-Iricid.

In 955 a ramian fleet was spotted in the northern edge of the Aylon Strait. As Aylon prepared to launch an attack against the fleet, Chiven Rachu-eh Kah Denni Harangire, unarmed and alone, rowed his way from the fleet south along the coast until he reached the wharves outside the walled city of Aylon. He brought crystals and beautifully wrought jewelry. He called out to the warriors awaiting him on the docks and asked to trade his goods for an audience with the Council of Servants.

Under heavy guard, Kah Denni Harangire was admitted to the council chambers on the first day of Auss in 955. In his thick ramian accent he explained the significance of the purple stains on the sides of his head and told a horrific tale of whole populations of ramian decimated by famine and plague. He asked to trade what the Gire could provide in exchange for food and shirm-eh, which their scouts had found growing in abundance in the southern reaches of Jasp. He offered himself as hostage to insure the peaceful relations between Jasp and Voligire, if Voligire survived.

The learned fear of ramian vied with the greed for the vast quantities of booty the Gire had collected, and greed won out. For almost two hundred years Jasp maintained its proper face of trader and scholar for the ships using the southern edge of the strait, but conducted clandestine trade with the ramian. The treasure houses of Jasp became the greatest of Jorune.



The ramain watched as the fledgling airships were designed and tested. In 1162, after over 200 years of peaceful cooperation in their dealings through a secret port near the northern limit of the Aylon Strait, a Gire called Ko Jey Garichee decided airships were a wonderful thing and should belong only to ramian. In a surprise raid on the secret crystal mines of Jasa, the ramain made off with the makings of several dozen airships. The following mullin, a great ramian fleet set sail for Jasp to loot the booty the ramian Gire had traded to Aylon.

Jarman Geer, a muadra who had designed several successful airships for Jasp, hurriedly constructed a small fleet of ships that were little more than rafts and canoes with crystals and the devices required for heating and cooling the primitive jarkis. Several were kept aloft at all times to watch for the expected ramian attack and on 14 Mullin, when word came that the fleet was approaching, Geer's ragged armada went aloft with firepots, fire crystals and iron tipped drops released from the flying platforms. These heavy tipped missiles were designed to gather speed as they fell and pierce the hulls of the Gire ships. With a system of colored flags still reflected in the colorful clothing the Jaspian people wear beneath their heavy furs, Geer directed a successful attack on the invading armada. Between these aerial attacks and those of land-based catapults, thousands of Gire perished in the cold currents of the northern sea, but Geer permitted a single ramian ship to escape and spread word of the fleet's destruction.

Aylon has not been attacked since that day.

In 3077 the citizenry of Jasp rose in revolt against Sage Khanat, a despot who drained the wealth of the trading fleet and left the people starving during a particularly severe crith in 3076. A new government was formed, replacing the informal machinations of the great families with an elected and reformed Council of Servants. Aylon now is home to the elected Sage of Jasp and a great Council of Servants, the elected representatives of the citizenry.

After the ramian invasion of Burdoth in 3113, thivin entered the scene on Jorune. By 3200 a small enclave had established itself in southern Jasp to take advantage of the plentiful supply of raw materials for their exquisite weapons, crafts and weavings. Thivin products are a major part of Jasp's current manufactured exports.

Over the past three hundred years Jasp has become home to a number of communities, including a small group of ramian who have renounced ties with Voligire and who claim to be direct descendants of Chiven Rachu-eh Harangire. Many of these ramian serve as business agents in Jaspian trading offices around Jorune.

Jasp Today

Jaspians pride themselves on their enlightened attitudes toward the other races and welcome any visitors who will abide by their liberal code of laws. The larger cities serve as commercial and political centers for scores of small farming, mining and fishing villages scattered throughout the rough countryside. While each group tends to isolate itself in the vast network of rural villages, the Aylon area has become a blend of cultures, which has resulted in a cosmopolitan capital considered the most beautiful city in the world.

Jasp continues to receive transients: miners from Khodre, condrij from Ros Crendor, failed tauther from Burdoth, students to the Aylon Academy, children sent by hopeful parents to learn in the great old klades of Jasp, or others seeking a new life. Most of the immigrants are hardworking, honest people who can quickly fit into the society of Jasp. Most make their entry through the capital of Aylon and live in the lower-cost housing of the Old Klade and Harangire districts. These areas tend to be higher in crime, although a "high crime" area of Jasp would be considered a safe neighborhood in Ardoth.

The great trading families continue to hold a great deal of power in Jasp. A few members of the Khanat family still work as merchants in Jasp, trying to remove the black mark on their family name through scrupulous dealings and contract managements. Contracts negotiated by the Khanat family are still used as models of fair and profitable trading.

Jasp maintains an impressive fleet of ocean-going vessels following the basic design of the salu chausis, modified for additional cargo.

Crystal schooners began to explore the isho currents above Jorune. Many did not return, but by the early 3100's stable maps of isho flows made it possible for a limited number of voyages to open trade routes deep inland. These ships also offered a unique chance for muadra isho masters to serve as trimsmen, earning a new place in the structure of Jaspian trade and creating the most powerful muadra families on Jorune. Muadra trimsmen on crystal airships trace their good fortune to Caji Doss, who brought the Way of Gends to Jasp in 2947.

Muadra caji and copra are now respected members of Jaspian society and government. Dytes are severely punished by either legal process or exclusion from the vital community of muadra that flourishes in Jasp. Jaspians have little tolerance for criminal behavior and have evolved a strict code of laws that focus on the individual repsonsibility of each person. Traditional punishment requires restitution to victims, a period of time in involuntary servitude, and the possibility of exile. The old tower at Norsael has been converted to serve as a prison for those criminals Jasp considers incapable of making restitution.

There are two types of servitude in Jasp: bonded servants and impression of criminals to servitude. Bonded servants are created by chattel contract between a business, family or klade. These contracts are supervised by a committee of the Council of Servants and provide that the servant receive food, shelter, medical care and training in exchange for his labor. Contracts are for a specific number of years and at the conclusion terms usually call for a cash payment to begin a new life. Impressed servitors are those criminals who must make restitution to a victim or to Jaspian society through their work in the mines, on ships, as personal servants, or other labor as defined by the courts for their crimes. If one is sentenced to servitude, the terms are far more severe than for bonded servants, including proscribed punishments for attempts to escape or for actions against one's legal controller. Jasp places no stigma on a criminal who has fulfilled his term of restitution, but places an

enormous stigma on an exile. To accept exile from Jasp, rather than honor restitution for a crime, is considered a betrayal to family and country.

From mid-auss to late crith violent storms of wind, ice and isho buffet Jasp during the peak of the cold season. At first thaw, usually around mid-eris, the first airships are permitted to leave the port at Skysael. Within a week the first ships that have been docked at Jasp's licensed docks are in other realms.

Jasp refuses to wrestle for the spotlight with Burdoth, with whom Jasp maintains friendly relations. The Council of Servants recently honored Burdoth by taking the name "Dharsage" for their ruler, replacing the ancient "Sage." The value of Jaspian airships to the various ruling bodies of Joruni nations is high, and Jasp has become a powerful influence in ensuring peaceful relations between countries. Special arrangements are made with many governments to provide exclusive areas for Jaspian ships to dock for repair or to wait out bad weather. A certain amount of contraband is expected in the enormous territories covered by the Jaspian schooners, but Jasp's refusal to participate in military actions between countries has developed with a blind eye to the shadow market the ships may serve (particularly when such sanctioned smuggling is to the benefit of each country granting passage).

Jasp has a large population, thanks to the success of durlig plantations in the southern reaches close to Temauntro and Khodre. In the past generation the population has more than doubled through immigration of non-human races. The population has flourished with 160,000 inhabitants in the capital of Aylon and a national population nearing one million. One half of Jasp is pure-bred human; the rest are muadra, boccord, cygra, thivin, corastin, woffen, salu, bronth, thriddle and ramian (in order of community size). Salu, woffen, trarch and thriddle tend to be seasonal visitors, travelling south to Khodre or other southern realms to avoid the cold Jaspian crith.

Citizenship in Jasp differs from the drenn system of Burdoth. Jasp requires a period of training, a series of examinations, and an oath to renounce all other allegiances. Citizenship is not required to own property or be a permanent resident of Jasp, but is required to hold public office, serve in the militia, or hold a position on any Jaspian ship (crystal schooner or ocean going vessel). Jasp is quite proud of the corastin, the two cygra and the one ramian who serve as citizen members on the Council of Servants, although several muadra, boccord, bronth and woffen have also served in the past generation.

The government of Jasp provides medical care to its residents (not just to citizens) and provides housing and other services to the aged. The average citizen is involved in business as a merchant, tradesman, or agent. The durlig plantations provide other crops and a farm work force of less than 20% of the population is able to feed the nation and provide a substantial crop of luxury foods for export. Awareness of Jasp's difficult history (famines, plagues and Gire invasion) make responsibility for the food supply a social requirement. Family gardens are common, with the oldest children at home responsible for the care of the garden. School gardens are also a common site, with each grade level responsible for a separate part of the garden. Clean streets and care for even the oldest buildings are marks of the pride shared by all Jaspians.

Klades played a pivotal role in the history of Jasp, and while many smaller klades have come and gone to suit conditions at various stages of history, the Jaspian klades remain powerful with houses in most major cities of the world. It is not unusual for klades to offer cradle-to-grave housing and food for members, but many young couples prefer to move out of the klade houses and into private dwellings, then send their children to the klade at the age of nine for care and schooling. Families without klade connections send their children to klades to learn a trade, again starting at the age of nine.

Families outside of klades usually consist of two or more generations, their combined children and other adults, related either by blood, jerrids or common interests. It is not unusual for a family to casually adopt or lose members who are not children of a specific couple within the group. Children without families are usually taken in by one of the various klades for care and training in a career. The disabled or unemployed are not given handouts, but take contracts with the government to perform tasks within their ability for the social structure. This may include serving as a porter at the sea or air ports, providing child care in the community, teaching, or filling some service position. While Jaspians do not consider themselves a warlike people, training in at least one weapon is considered a necessary part of any child's education. Most families have a 'heritage' weapon, handed down through the centuries, and the children of that house are trained with that weapon.

Traditional architecture in Jasp tends to be dug into the sides of mountains or cliffs or inset into open ground. Roofs are sloped to avoid the build-up of excessive loads of snow. An average family house may have three stories and house twenty to thirty people. In recent years a variety of foreign architec-

tures have found their way into Aylon and the surrounding communites, and a local committee of Servants must approve each new building to see that it blends with the aesthetic of the existing structures before work can begin.

Residents or visitors without families may be invited in to share holidays with a family group and on Day Refugee (18 Auss) strangers are invited to share a meal with families. This Jaspian holiday commemorates the day in 740 when the people of Fortress Aylon welcomed six boatloads of cold and frightened muadra, woffen, boccord, salu and trarch into their homes. The Gendil Klade of Geer weaves massive aerial displays of colorful orbs for the outdoor celebration that follows the meal.

While the travellers from Jasp that players may encounter in other ports are very interesting, life in Jasp itself can be boring and oppressive. When speaking to the average Jaspian citizen, one gets the feeling that he is stooping to speak at the visitor's level. A large percentage of the population is involved in the buying and selling that has made Jasp a major power; they are accountants, merchants and archivists. The severe weather of late auss, crith and early eris make socializing difficult for most of the year. Great gala festivals are hosted by the powerful families during mullin, but outsiders are rarely invited. Day Refugee and its tradition of opening homes to strangers only happens once per year. In any event, social functions tend to be rather flat by the standards of other nations.

Jaspian schools follow a precise course of studies and can kill the joy of learning in any student able to survive the fifteen years of intensive study and fieldwork required for certification from any of the prestigious Jaspian academies. Jasp's continuous line of history also creates a society given to such a stress on tradition and ceremony that it causes many potential emigrees to decline citizenship. Jaspian bureaucracy is based on endless forms and chains of command; flatbed printing was invented in Jasp for the purpose of producing forms. Jaspian attitudes toward theft and other crimes make many adventurers avoid areas within Jasp. Anyone who has a thirst for adventure *leaves* Jasp to experience the world.

Clothing in Jasp is usually dark with multiple layers for the changing seasons, although the wealthy of Jasp enjoy top layers of finely quilted, brightly colored materials with rich furs, gems and finely wrought precious metals.

The Crystal Schooner Monopoly

Jaspian sky schooners are a marriage of the research of outdoor Iscin on the nature of skyrealms, hundreds of years of trial and error, muadra discipline, and shanthic crystal technology. They travel from 500 to 15,000 feet above the terrain. Large crystal structures in fore and aft metal-shielded constructs called "jarkis" provide buoyancy. The exact blend of crystals is closely guarded by Jasp and small devices within the metal shields around the jarkis will crack the crystal in the event of an unauthorized opening. The new Aylon class ships have jarkis carved from a single crystal of isho blends perfect for levitation.

Hundreds of ship types have come and gone over the years, but three types of ships have become "official", and a fourth is planned.

The Scout class is a small two-passenger ship that requires one muadra to control the ship. The second person can be of any race. These ships are used in exploration with Jaspian expeditions.

The Jasp class is a small ship capable of carrying a few tons of cargo. They are excellent for reaching ports unavailable to sea-going vessels. Jasp class ships carry six to twelve people with cargo. Non-Jaspians are almost never permitted on board. Over forty Jasp class ships exist, each plying a trade route between three to six cities in a specific route, necessitated by the currents of underground isho the ships must follow.

The new Aylon class is a larger ship that boasts eight passenger cabins and the ability to carry over twenty tons of cargo. The Aylon class requires muadra to control the crystal temperature with modified frost bolt and fire touch dyshas. Two ships have been completed and more are under construction at Skysael.

The Dharsage class, a large ship that can be used to move massive amounts of cargo (over 100 tons) or to carry troops, is planned. This ship design requires a particularly complex crystal structure with mechanical heating and cooling devices for the jarkis. It may be a year or two before the first experimental ship is ready for flight.

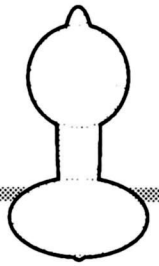
Since schooners do not drain stored isho from crystals, but use the reaction between the crystals and underground flows of molten crystal, the crystals of a single jarkis can remain in service for up to twenty years. Most ships have their jarkis dismantled and reconstructed after eight years.

CRYSTAL AIRSHIPS

Large structures of various crystals (jarkis) are located within the hull of each ship, providing a foundation for passengers and cargo, and bouyancy according to reaction to underground flows of molten crystal. Scout and Aylon class ships depend on caji or copra controllers to raise and lower temperatures within the crystals for elevation and propulsion. Jasp and Dharsage class carriers depend on mechanical heating and cooling systems, although a trained team of caji can control the ships through modified fire touch and frost bolt dyshas.

SCOUT CLASS

Number and registration restricted to diplomatic access.



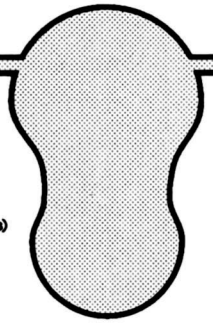
Complement: 1 caji, 1 passenger

Cargo: n/a

Speed: 35 MPH max

JASP CLASS

Brittan Moon (Miedrinth Dowsen Tlon Gauss)
Canad Moon (Dowsen Tlon Yobreh)
Euro Moon (Rhodu Sillipus Tan-Iricid)
Nipu Moon (Dowsen Rhodu Tan-Iricid)
Rus Moon (Rhodu Thantler Kirlan Gauss)
Scanda Moon (Aylon Kirlan Chain Imagri)
Tera Moon (Miedrinth Rhodu Thantler Tan-Iricid)



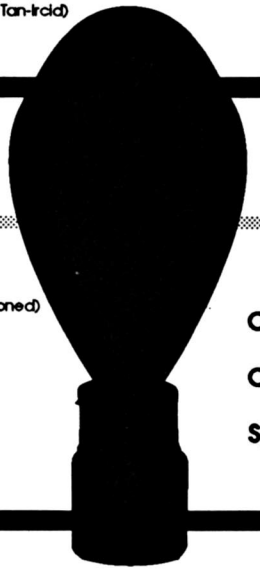
Complement: 12 crew

Cargo: 5 tons

Speed: 30 MPH max

AYLON CLASS

Aylon Star
Dowsen Star (about to be commissioned)
Jasp Star (under construction)
Rhodu Star (under construction)
Burdoth Star (planned)
Kirlan Star (planned)



Complement: 20 crew, 10 passengers

Cargo: 10 ton (15 ton w/o passengers)

Speed: 25 MPH max

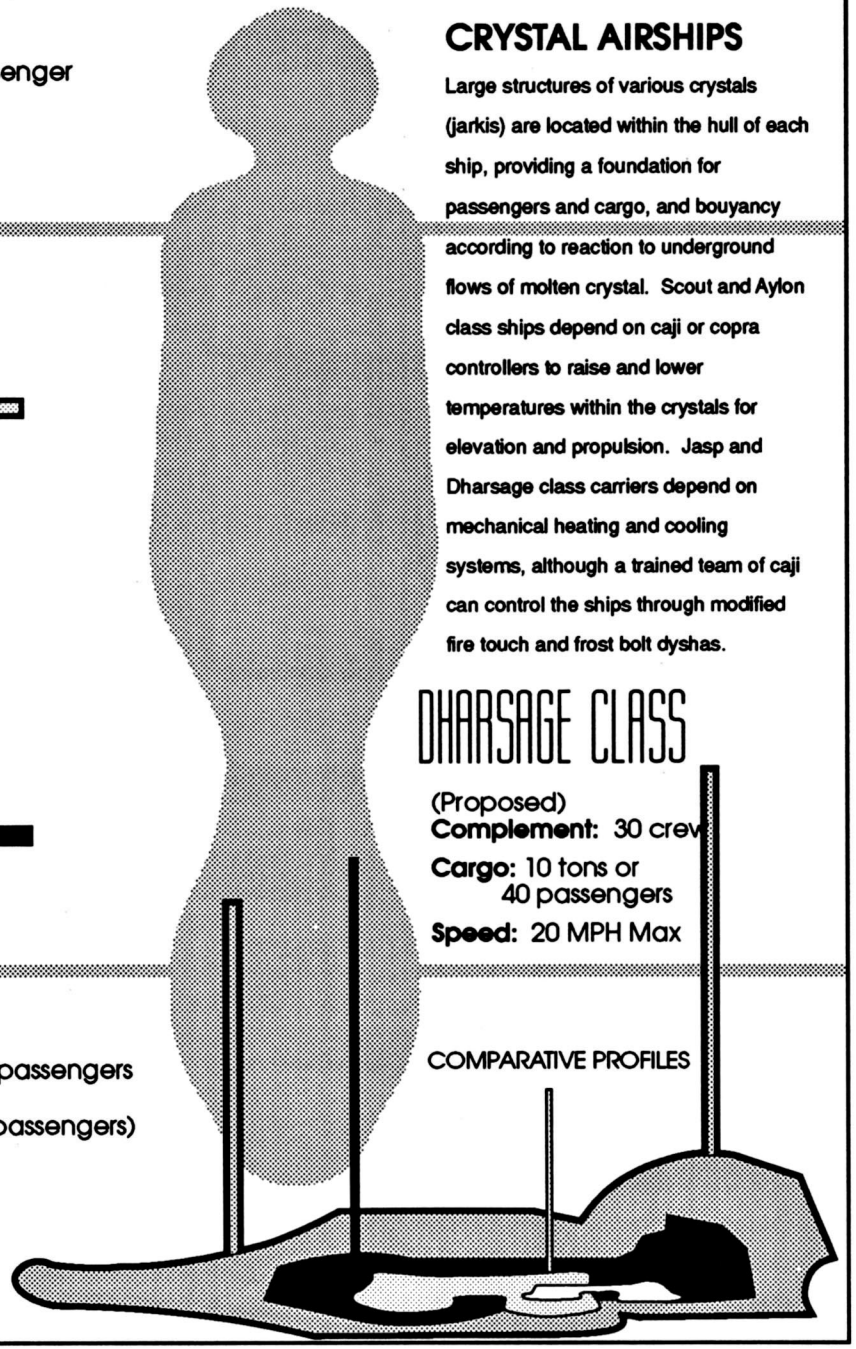
DHARSAGE CLASS

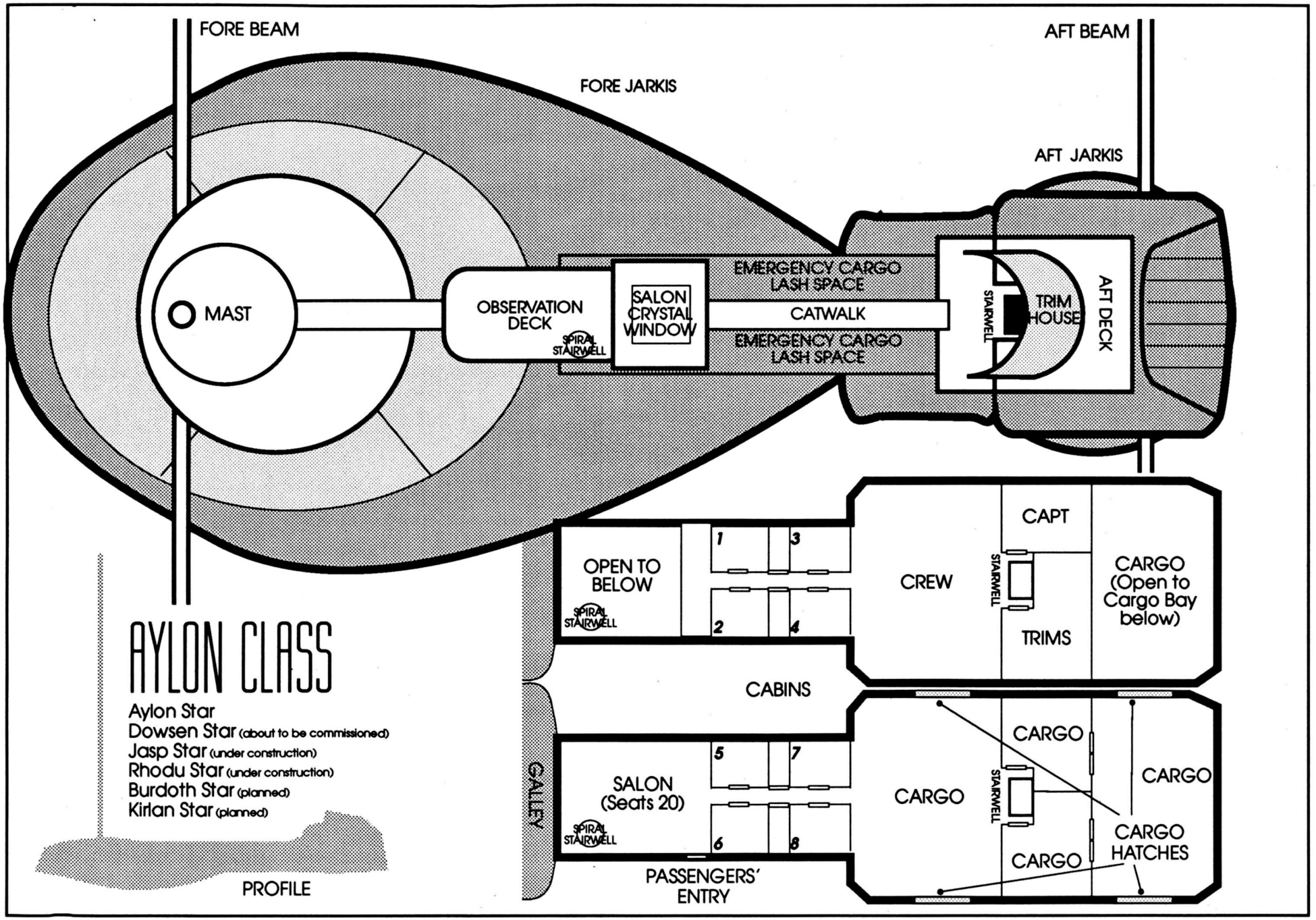
(Proposed)
Complement: 30 crew

Cargo: 10 tons or 40 passengers

Speed: 20 MPH Max

COMPARATIVE PROFILES



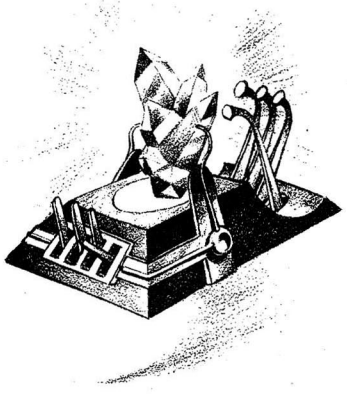

FORE BEAM
AFT BEAM
FORE JARKIS
AFT JARKIS
MAST
OBSERVATION DECK
SPIRAL STAIRWELL
SALON CRYSTAL WINDOW
EMERGENCY CARGO LASH SPACE
CATWALK
EMERGENCY CARGO LASH SPACE
STAIRWELL
TRIM HOUSE
AFT DECK
OPEN TO BELOW
SPIRAL STAIRWELL
1
2
3
4
CREW
CAPT
STAIRWELL
TRIMS
CARGO (Open to Cargo Bay below)
CABINS
GALLEY
SALON (Seats 20)
SPIRAL STAIRWELL
5
6
7
8
CARGO
STAIRWELL
CARGO
CARGO
CARGO
CARGO HATCHES
PASSENGERS' ENTRY
AYLON CLASS
Aylon Star
Dowsen Star (about to be commissioned)
Jasp Star (under construction)
Rhodu Star (under construction)
Burdoth Star (planned)
Kirlan Star (planned)
PROFILE

Jasp's Secret Weapon

Jasp fosters the awe in which other countries hold their society, their ships, and their uncanny ability to provide assistance to ships thousands of miles from home without any apparent time for distress messages to be conveyed. Myths of telepathy are not actively denied, but the truth is simpler.

There is a harmonic that exists between crystals of similar isho, shape and size, but in 3406 Jaspian miners discovered a large block of crystal with unique properties. Pieces broken from the main crystal vibrate in sympathy to each other when any one of them is struck, creating a planetary 'party line' of secret communications between the ships and Jasp.

By studying the crystal and its chips, the Jaspians created a very primitive 'crystal radio.' This radio cannot carry voice, but a click code serves to keep the ships of the fleet in touch with the port of Skysael. Orders can be issued, distress signals relayed, and changes in schedules effected without the knowledge of any other group. The crystal radio is only revealed to ship captains and first mates; even the crew does not know the device is on board, secreted in the wall of the captain's cabin.



In the past few years, the thriddle have begun to suspect such a device exists and have quietly issued word to their more trusted querrids that a substantial reward will be paid for information about the radio. A small fortune will be paid for the delivery of a specimen of the mechanism, working or not.

The radio crystal is similar to what the thriddle already have. They're more interested in the source of the Jaspian crystals because their supply is limited and must be used by thriddle awaiting cleash at possible warp sites. The Jaspian radio crystal, however, proved to be only a precursor to the discovery of a skyrealm sized chunk of pure, blended crystal ideally suited to schooner jarkis construction. Muadra have become master crystal cutters for the new Aylon fleet and estimate more than two hundred Aylon class jarkis could be constructed from this single crystal.

The existence of the crystal structure is Jasp's greatest secret.

Schooner Mechanics

The routes of the schooners follow secret mappings of molten crystal flowing beneath the surface of Jorune. The reason medium sized airships run the same routes, rather than making long voyages, is that the crew must constantly map changes in the isho flows to relay to Skysael in Jasp. The ships follow hundreds of skyrealms that float above the surface of Jorune, but are able to navigate from one flow to another to make long voyages to the civilized centers of the planet a reality. Over the past twenty years Jasp and Tan-Iricid have entered secret agreements to provide accurate maps for the sky schooners.

Ships are not able to cross the Doben-al at all because of isho anomalies in the vast desert. Additionally, only under rare combinations of the correct moons and isho weather may Ardoth be approached by crystal schooners. This may happen one day per cycle of Du (sholari's choice as to which day). Burdoth's Dharsage has been trying to develop a different type of skyship that uses blends of smaller crystals contained in an isho-resistant moss from certain freshwater lakes found at various locations across Jorune. The project is strictly controlled, but there are rumors that a very large experimental ship broke up off shore of Ardoth in mullin of 3491, apparently on a test voyage. The following day Burdothian marines in lanteen sailed cutters forced fishermen from the area while they retrieved debris and bodies.

Skyships are controlled by changing the temperature of the crystals within the ship's jarkis. Heated crystals are repelled from the ground; cool crystals sink to the ground. The original skyships were controlled by boiler coils, vents and early attempts at solar heating. Many of the newer ships (the Scout and Aylon classes) are controlled by muadra trained in the Way of Gends.

Heating a crystal causes the isho within the jarkis to be repelled by the hot isho within the underground isho flows that shape Jorune's continents. Cooling a crystal causes a descent, usually at a reasonable and controllable speed. The airship will travel with the polarized flow of the isho, meaning that the crystals can be tuned slightly to couple with the natural resonance of the isho flows. A schooner cannot travel backwards through a given flow, but can control movement in 180° of that flow. Forward or side propulsion is gained by keeping a slight difference between the fore and aft (or the port and starbord) jarkis. The cooler crystals dip the ship a few degrees, and the warmer crystals tend to push in the direction of the

cooler crystals. When wind conditions complement the isho flow, sails can be used to increase the speed provided through the jarkis. By tacking back and forth across the isho flow, it is possible to sail "against the current", much as a ship might do against an ocean current.

The captain of the schooner commands a crew of crystal technicians, traditionally called trimsmen. Taking control of a skyship is called "taking the trim." The trimsman on a boiler-controlled ship, however, is subordinate to the pilot, who controls the voyage through heating and venting the jarkis mechanically, as well as through sail manipulation. Isho-controlled ships have a small, open shed on the aft top deck (called the trimhouse) where the trimsmen can have direct contact with a conduit of shaped crystals connected to the ship's jarkis. Three to six muadra are usually assigned to each ship to allow sufficient rest between the grueling shifts.

These ships are capable of sailing on water, if necessary, and each ship has retractable wheels or runners to handle landing on solid ground.

Travel by crystal ship will probably never be a popular experience for passengers. This is because of the dynamics of changing from one isho flow to another. Jorune has a dominant, ambient isho (called alpha isho) and powerful high energy currents (called beta isho). While the ambient isho is almost everywhere, it may not have enough energy to move a levitated ship. Jaspian scholars have used a great variety of techniques to propel airships through these dead zones, from sails to steam-driven air-screws.

Some alpha isho channels, however, move at reasonable rates ranging from 2 to 40 miles per hour. Alpha channels may be separated by valleys of alpha, where the ship's only hope of crossing is to gain enough lateral speed so that it can bridge the gap before it plummets too far down. Crystal ships travel as high as possible because they can trade altitude for velocity, but the cost is stored isho from the jarkis. The increase in speed can be used to propel a ship from one fast moving alpha isho channel, across lines of slow moving isho, to another speedy channel. The speed of a schooner is only limited by the structural integrity of the airship, meaning it is possible to hit speeds that will cause a ship to disintegrate in mid-air.

Transition from an alpha channel to a beta channel is not quite as calm. When a beta channel comes near (indicated by glowing crystals under the trimsman's control or by isho-sensitive plants carried on board for just such a reason), the ship must rise to prepare for the transition. Beta isho channels flow from 35-90 miles per hour, so the transition can be something of a jolt.

During the transition, energy exchanges cause the airship to drop as it gathers speed. A ship may drop as many as 8,000 feet in a single transition taking less than five minutes. 10,000 feet is the recommended change in altitude, but in rough terrain, this may not be enough. These sudden drops can annoy passengers and damage goods.

On a roll of 1-16 on 1d20, you should have no difficulty changing channels. On a roll of 17 or 18, turbulence will be experienced capable of tossing a passenger on the upper deck over the rail (tying on a safety harnes is really recommended). On a roll of 19 or 20, your ship is in trouble.

Muadra Use of Daij

The original "isho police" of Burdoth were normal humans who gained sensitivity to isho use through a fish meat called daij. When a muadra eats daij meat, his trained isho manipulation skills become enchanced. Although daij meat is illegal in most Joruni realms, a blind eye has been turned to trimsman use of the fishmeat to accommodate the benefits of schooner trade.

A trimsman ingests dried daij meat to boost his isho and isho sensitivity to a level where he can control the massive amounts of energy needed to heat and cool the ship's crystals (one ounce of daij meat doubles isho level for twelve hours; see page 30 for more information). While in the trim position, the muadra is in a strong trance to allow complete concentration on the sublest shifts of isho around the ship. The trimsman uses fire touch dysha to heat the jarkis to lift the ship, or a modified version of frost bolt (called frost touch) to cool the crystals. An error in isho manipulation can crack the crystals of the jarkis, causing a sudden descent. A second muadra is usually on duty with the trimsman to serve as pilot and to make determinations about the use of traditional sails in addition to the crystal propulsion.

An unfortunate aspect of the use of daij by isho-using races is a form of burnout that renders the user incapable of holding more than a nominal amount of isho. It also makes the former user's system allergic to daij. Ingestion of daij by a burned out trimsman may have fatal results.

To determine when a daij-user will burn out, take the average of the character's Isho and Constitu-

tion characteristics. This is the base maximum number of years before burnout. For each year of normal daij use up to that point, there is a 1% chance of burnout (2% for heavy use). After the base maximum number of years has been reached, the character must roll under his Isho characteristic on 3d6+6 not to suffer burnout.

The SkyRealm Flow

Crystal schooners follow networks of unseen currents of isho emanating from great underground rivers of molten crystal. The warm molten crystal will rise and, if it remains warm, can force the ground above it to break free, creating a skyrealm.

Iscin from the Aylon Academy studied the life cycles of skyrealms and developed a theoretical method of utilizing the same principles for ships. Their first ships, now referred to as Jasp class ships, were successful, and several of them have been placed in regular service between three and four cities along a circular flow of isho current.

The ship in this adventure, the Aylon Star, is one of two ships of a new design and is capable of month-long voyages (remember, Jorune has 80-day months) covering a vast area of known Jorune.

The shared dependence on the isho current means that skyrealms and crystal schooners can usually be found travelling in the same direction in any given area. Skyrealms are about as familiar as regular islands on Earth. They are considered worth investigation, but because many skyrealms float along at the whim of the isho current, it is possible for a skyrealm to remain unexplored for decades after it floats free of its birthplace.

Skyrealms will move along the isho flow at about 10-15 mph (faster for higher elevations because they are reacting to warmer molten crystal beneath the planet's surface). The crystal schooner will be passing quite a few skyrealms as it progresses on its journey. Remember, skyrealms ride lower in the morning and higher as the day warms.

As Danthro Krose says, "skyrealms are always worth the trouble."

Schooner Trade

Jaspian trade masters have opened trade between most of the countries of known Jorune. Jaspian schooners are operated under the name Jaspian Trading by a cooperative monopoly of the Jaspian government with financing by the merchants, who contract for cargo space at rates lower than those charged the general public.

The Dharsage of Jasp has ordered the courtesy of free diplomatic passage in the event of crisis. 'Favors' provided to each government require a blind eye turned to the 'favors' done for other nations. As a result of unofficial favors to the Dharsage of Ardoth, Burdoth ignores small quantities of shirm-eh shipped to Voligire for supposed medical purposes.

The past ten years have seen a tripling of the Jaspian fleet and the advent of large ships that can be used for large scale shipments along the schooner's routes. Books and valuable paperworks from the thriddle of the Mountain Crown can be traded for fine rusper from Scolia, silks from Cushindell, coleels from Lake Dau-uh-dey, seasoned dothobider meat from Chaln Imagri, or primitive trarch woodcarved versions of shanthic forms. A single ship can make three voyages in the course of a year and the ships berthed away from the home port of Skysael can continue trade when Jasp is locked in the bad weather of early crith.

In addition to providing mere transportation, Jaspian traders are the representatives of choice for merchants wishing to expand their trade along the skyship routes. A trade agent may take a sky schooner to arrive in advance of a bochigon caravan to make the reception more profitable.

Cabins are provided on the new Aylon class ships, permitting the very wealthy an opportunity to travel simply because they can afford to, and permitting important representatives of various governments and organizations to meet personally and quickly to resolve problems that affect the future of Jorune. There are eight identical cabins on each ship of the Aylon class, each with two berths and rigging for hammocks to permit up to four people in each cabin. Passage prices are not set, but are negotiated with the captain of each vessel. Bribes are considered insults by Jaspian captains and their first officers, but 'tipping' the serving people or crew is thought to be good manners. A captain may decide to make some extra money for his crew by charging a high fare for a passenger who seems to need to skip town quickly, or who may be more of a problem on the voyage.

G. Barr

The Northern Temauntro Pampas

The following is excerpted from a lecture by the Jaspian cygra Howrah Kameesse, an outdoor Iscin of the Aylon Academy.

"As Jasp's forests give way to the rolling grasslands of Temauntro, one begins to encounter the great pampas. Water is plentiful and vast herds of dothobider roam the open land in search of edible grasses and bare earth to rest [see Rowah Grass].

"Cygran family groups range the pampas and avoid contact with their more agressive crugar cousins in the south. A cygran band will consist of six to twelve adults and their children. They enjoy a good hunt, but are also content with good weather and a supply of mowga root to munch on.

"Cygra of the far northern pampas tend to be surprisingly hospitable. They welcome visitors and offer the hospitality of a fire in one of their camp sites. Young adolescents will hunt out some fresh meat to offer a visitor, even if a supply of dried or pickled meat has been saved by the group.

"Unlike crugar, cygra are willing to tolerate a degree of the disdain heaped on them by travelling woffen. When their limit is reached, it is best to remove the offending woffen or to clear the area for the round of lightning blasts that are about to erupt."

The area south of Jasp is shared by human, muadra, boccord, Iscin races, and some thivin. These live in small farming communities ranging from a few dozen to a few hundred individuals. It is usually less than half a day's walk between farms and no more than three days' walk to the markets and villages.

As you travel south the tilled fields of the northern farming communities will give way to the cygra territory, which is a series of wide, rolling plains and foothills with a few trees and vast expanses of rowah grass running to the foot of the mountain ranges.

Sometimes players may be able to spot pale brown to white fur among the yellow-green rowah grass: cygran hunting parties that stalk the great herds of dothobider. These large herbivores are a favorite meat for the cygra and the animals grow fat on energy-rich rowah grass. The players may also spot small stone circles that look like flat disks of stone set fifteen to twenty miles apart in the northern Temauntro. These are protected campsites in the midst of the rowah prairie.

If the players crash or must set down in the Temauntro, they must deal with cygra hunters to get back to civilization.

Rowah Grass

The tall grass of the Temauntro pampas is a uniquely self-serving species. A high tensile strength causes the blades to bend rather than break as they are trampled by passing animals. The grass returns to a full, upright position in a few moments and obliterates any trails that might be formed through it.

The second feature is an isho response that permits the grass to slowly raise the temperature of objects resting upon it. The temperature will slowly rise until the object can't stand the heat, or until it slow cooks with the trickle of Desti isho, creating fertilizer for the grass. Rowah grass doesn't burn well itself. It's ignition temperature is relatively high.

Obviously, camping out on the rowah is not advised. Nomadic bands of cygra or crugar will pause several hours before sunset to begin tearing grass from the ground to create a bare earth area where camp may be made. Some of the more inventive cygra of northern Temauntro have started paving these campsites with stone, creating a series of way stations for the long distance traveller.

Dothobider

Herds of these large herbivores range the Temauntro. A small herd might have 300-400 individual animals, and the largest herds have been seen to cover whole landscapes with their supple, soft-brown pelts.

Dothobider are native animals and fill the niche of deer on Jorune. They depend on Tra sense to see their surroundings, although they retain small eyes and some light sensitivity. Hunters must become adept at the False Signature isho skill. Dothobider have wide, flat heads with powerful jaws for grinding the fibrous rowah blades. Individual animals stand 4'-5' at the shoulders, with some males reaching 6'. They can weigh between 600 and 800 pounds. Their muscular forequarters can grow as large as four feet across at the front. The curving horns of the dothobider males are used in mating competitions and for clearing grass for resting; they can open the side of a clumsy hunter.

The meat of the dothobider is a rich-tasting red meat that roasts well and makes excellent jerky. Thivin have learned to pickle the meat with berries, honey or sugars to make long lasting staple foods for travel larders or winter pantries. Dothobider meat stores well and fetches a good price on the open market. It is popular wherever Jaspian traders make a port call.

The Adventure Begins ...

The characters need to leave Aylon, the capital of Jasp. This may be because of a successful (or botched) job as a mercenary of Yalla (the owner of the Night Fires shenter and inclep), a bad debt, or – if your characters are muadra – because of involvement with the head of a cadre of the Seytra muadra.

Night Fires Inclep

A comfortable inclep on Old Klade Road, Night Fires is run by Yalla, an enterprising bronth who maintains a lucrative sideline of providing an employment service for those with questionable goals or backgrounds. Yalla matches thieves, prostitutes and other members of the lower strata with appropriate employers. She prides herself on the fairness of her deals and makes a point of having far too little information to make herself valuable to yords investigating the rising crime rate in the Old Klade District.

Night Fires is a wide, low building with a main room set a few steps below street level, a common architectural feature in Jasp. Yalla's kitchen staff can meet the needs of most visiting races and her rooms are known to be safe; there has not been an assassination or a fatal bar fight since Yalla opened the doors. This is because of Yalla's repuation with most of the troublemakers of the area, and the fact that she hires cygra and muadra bouncers who would just as soon zap an ill-mannered patron with a lightning blast or stiff bolt than risk breaking Yalla's favorite serving crocks.

Upstairs at Night Fires are twenty single rooms and eight suites. Large tubs in a back room on the ground floor provide baths and a shed around back provides laundry services for guests. Yalla doesn't complain if you cram as many people as you want in your room (making it possible for six travellers to sleep in a room meant for one) as long as you do not disturb her other paying customers. There is room near the main room fire for the poorer travellers, if you help clean the kitchen after closing or if Yalla takes a liking to you.

Yalla
(Bronth)

CON	16	**STR**	17	**SPD**	12
SOC	17	**EDU**	12	**AIM**	10
COL	9	**LRN**	14	**SPT**	12
ISH	10	**AGL**	8	**LST**	14

The mistress of Night Fires shenter and connected inclep. Yalla is a big, aging, female bronth with a keen sense of business and connections with almost every underground or illegal activity in Jasp. She can be trusted and is difficult to deceive. She acts as the go-between for any number of deals, on any level of legality, but she dislikes assassination contracts. She keeps three throwing knives under her leather vest. She can usually be found at her table in Night Fires talking, dealing mayoo, and bossing her human and blount shasts about.

Yalla doesn't like the cold climate and will talk endlessly of her plans to open a series of incleps across the Doben-al for travellers, each one day's walk from the next. If you listen, she might give you the next round on the house.

If befriended, or if the characters were working for her, Yalla can tell the players that the fastest way out of town is via a crystal schooner leaving from Skysael. She can also give directions to Skysael, if needed.

The Port at Skysael

If you travel up the north road out of the Harangire gate and move up the mountain, you will come to Skysael, the home port for the Jaspian Crystal schooner fleet. The port is nestled in a natural inlet shelter five miles beyond the limits of Old Aylon. A detachment of the Jaspian militia is stationed at the port for security and they are permitted to hold any person for three days to confirm his identity and reason for being at Skysael. The commanding officer of the security detachment is very suspicious of anyone attempting to buy passage out of Aylon on short notice.

Ten cradles at Skysael are used to berth ships in port; two cradles at the far side of the port are for ships under construction. It takes approximately four years to construct a new skyship. Both construction cradles will be occupied when the players arrive.

At night the field is lit with either orb of light dyshas, light recos, or crystal lamps that simply provide a weak but constant illumination comparable to a small campfire. Ships do not lift off or settle into berths at night. A ship arriving after dusk may hover over its assigned berth until dawn.

Work crews of various races, but usually at least one quarter corastin from the klade of corastin porters, work at moving cargo on or off the trade ships. Craftsmen work the timbers of the ships, making repairs or refitting hardware. Each berthed ship has four members of the militia guarding it.

Large caverns have been cut into the rock and these protected enclosures hold the cargo while it is tallied, sorted and redistributed. The atmosphere of Skysael is businesslike and is seldom tense.

Yalla will direct the characters to Skysael, but they must make their own way there. If the characters arrive before nightfall they will be able to see several of the four types of skyship under construction at a site a few miles from the port.

At the port four ships are in dock. The Aylon Star is the ship to which the characters will be directed. It is a large Aylon class ship that has just finished loading cargo – the large ramps are being drawn into the ship and the cargo bay doors are closing. A good Spot will reveal boxes, bags, bales of leaves, and barrels.

The players will see a second Aylon class ship that is almost ready to be commissioned. If they want to find out, the name of the ship is the Dowsen Star, and it has been financed with old family money from Burdoth.

In the distance the players may see two very large ships – Dharsage class – under construction. One is a skeleton, and the other has the planking in place to reveal a four story high hull. Both are months from completion.

The other three ships in dock will have reasons for not taking the characters on board. If they press the issue, someone will report them to yords, which they don't want. The Canad Moon and Rus Moon are small Jasp class ships that are in for refitting the crystals of their jarkis; the Nipu Moon is the same class, but the captain is intimately connected to the PCs' most recent escapade (a lover, spouse or sibling of a victim of the player characters' activities). Another Jasp class ship is in dock, but its name is covered (if the players uncover the name, it is a new ship, the Tera Moon) and it is guarded by four soldiers. If the players insist on knowing what is going on with this ship, they may find out the ship is under contract with the thriddle to bring a Chiven Rachu-eh ramian to Tan-Iricid for talks to promote peaceful relations between the ramian and the thriddle (a different adventure for the Sholari to think about).

Three Scout class military ships are visible. These have odd symbols on the side that are not numbers or letters, and each has a three man military guard. If they try to steal a scout ship, a muadra with fire touch has his dysha skill level to levitate the ship, but without frost bolt the ship will remain aloft until the crystals cool by themselves. With fire touch -5 a muadra can control the direction in which the ship floats in the isho current.

The Aylon Star is waiting for its last passengers (see Cyrin Arsol and her matron, Marah, on page 24) and is loaded with manufactured goods for sale along its route. The NPC's will arrive quickly and the ship can get underway.

The Planned Voyage

The Aylon Star has a crew of twenty. The ship's operating crew work in three ten-hour shifts, which provides some overlap. The shifts consist of five people: a rigger (who manages sails by hand), two deck hands, a trimsman (to control the altitude and speed of the ship), and a pilot (to control navigation using the sails and control surfaces of the ship). The trim of the Aylon Star must be a trained muadra; the other positions are open to all races. Two cooks keep the passenger galley in operation for twenty hours of each day; the crew take turns manning the galley. In addition to the three five-person operating crews and the cooks, there are a captain, a first mate, and a cabin boy. The captain or first mate may double as trimsman (requiring them to be trained muadra) or as pilot. All crew members must be citizens of Jasp, by birth or by naturalization.

SCHEDULE: AYLON STAR

Arrive	Destination	Depart
—	Skysael/Aylon	32 Eris
35 Eris	Chaln Imagri/Temauntro	37 Eris
41 Eris	Thantis*/Thantier	42 Eris
44 Eris	Mountain Crown/Tan-Iricid	46 Eris
48 Eris	Sallay/Sillipus	61 Eris
64 Eris	Rhodu/Anasan	65 Eris
67 Eris	Miedrinth/Burdoth	68 Eris
70 Eris	York/Heridoth	71 Eris
72 Eris	Dowsen/Heridoth	73 Eris
74 Eris	Udah/Dobre	75 Eris
76 Eris	Tlon/Dobre	77 Eris
80 Eris	Yobreh/Lundere	1 Mullin
3 Mullin	Vinteer**/Voligire	4 Mullin
—	The Vosule Crossing	—
13 Mullin	Tallor SkyRealm**/Ros Crendor	15 Mullin
21 Mullin	Carissey/North Khodre	23 Mullin
24 Mullin	Kirlan/South Khodre	25 Mullin
26 Mullin	Auklin/South Khodre	27 Mullin
31 Mullin	Skysael/Aylon	—

*Passengers who do not qualify as pure-bred human who do not have advance permission to disembark must remain on board during our stay at this port of call. This restriction is placed upon our ships by the local authorities and we apologize for the inconvenience.

**Passengers continuing through this port must remain on board while their ship is berthed. This is to insure the safety of our passengers and we apologize for the inconvenience.

The Aylon Star normally carries cargo between the points along its route. It normally makes three voyages a year, each approximately one full Joruni season (the crew must have some shore leave!). If the PC's investigate they will find that the ship is carrying thivin silks, spices, pickled durlig, some exotic pibbers (probably intended as pets, rather than meat stock), crystals (Desti, Gobey and Launtra), bales of dried leaves for limilates, and fine pottery.

If the cargo attracts the players' attention, they can try to snoop around the cargo hold. If they are able to sneak into the hold and investigate, a good Spot will reveal that there are different types of leaves tied up in bales. Good Flora Recognition or Limilates (Find) rolls will show some of them to be the makings of shirm-eh, the ramian healing limilate. If they check further, they will find that the barrels of spice have false bottoms and that Earth-tec energy cells are concealed in the spaces. It should not take much for the players to figure out that both of these items are connected to illegal trade.

These items can keep your players distracted, or may give the sholari ideas for continuing with the same characters whenever they disembark from the Aylon Star.

The route schedule may be shown to the PC's, if the sholari feels it helps establish the mood for the adventure.

En Route

The Aylon Star lifts off shortly after Cyrin and Marah arrive. There is a 5% chance of the ship being held at dock because of a last minute problem with cargo (a 20 on your 1d20 roll), but things should go without a hitch. The Aylon Star will rise high above the port, turn south and begin its voyage.

The first night should be spent either sleeping or sipping fine rusper in the salon. A human cook will fill most needs and Shali is on duty for any special requirements.

The following morning the airship moves south, following a mountain range from Jasp, which takes it deep into Temauntro. If passengers go to the salon, they will find the matron Marah fuming over a tray of tea and biscuits – her charge is nowhere to be seen. If anything is needed, First Mate Terrin will be there to help. The human cook is busy with breakfast for the passengers and crew.

If the passengers go up on the top deck, they must strap in. Straps are 40' lengths of bochigon leather with simple belts at one end to go around the passenger's waist, and a stout brass ring at the other end which is permanently affixed to a bar running along the rim of the top deck banister.

The first PC's on the top deck will witness a verbal fight between Cyrin and Prince Tanoli (see page 24). Being refined people, they are not loud or demonstrative, but they are obviously arguing, and a good Listen roll will catch part of the conversation: "You were told 'no' by me and by my father. You're a spoiled boor and now you've decided to ruin my trip to Chaln Imagri", Cyrin whispers. Tanoli responds, "You haven't given me a chance. I don't like 'no.'" Cyrin will get mad and leave the top deck. Players who did not go on deck may see her storm through the salon, heading back to her cabin. If the players stay on the deck they will see Tanoli go back along the catwalk to the trim house, which is against ship's rules. He will go down the crew ladder behind the trimsman.

From the top deck the passengers will be able to see another sky galleon less than two miles away at a higher altitude headed north, presumably to the port at Aylon. They will be also able to see flocks of wild talmaron far below. A roll of 1 or 2 on Spot will reveal a smaller group of four or five talmaraon that seem to be pacing the ship about 1000' below.

If the players stay on deck, they will miss a mayoo game the crew is having with willing passengers in the salon. Good Social, Bribe or Underground Information rolls will let the PC's learn that one of the crew muadra is a hot-head who threw a stiff bolt at the crew's cook. The cook is now out of commission for 1d6 days and the crew is using the passengers' galley; the salon has become a common room for both groups.

Players are encouraged to play (or at least participate) in the mayoo game. See "How to Play Mayoo" on page 31. During the game players may notice a slight 'bump' to the ship. If they investigate they will find that the ship has been boarded: Three talmaron now rest on the forward crossbeam to the mast, with three men wearing regal Thantierian garb and carrying swords on the top deck; one talmaron now rests on the trim house at the rear of the ship. Prince Tanoli and another Thantierian have the captain in tow. Tanoli has pulled his pulsar and is threatening the tranced trimsman, who pays no notice. None of the Thantierians is wearing a safety strap!

If the players do not investigate the top deck after the bumps (the talmaron landing), the three nobles will enter the salon and demand that people remain where they are as Prince Tanoli goes for Cyrin in her cabin. If they go to the girl's cabin, the players will hear sounds of a struggle and the crackle of a lightning blast - her matron is a muadra.

The PC's may go into battle at their own speed, either on the top deck or from the salon or their rooms (if anyone stayed in his room).

If the Captain refuses to land the ship (only a successful roll of 1 on his Learn can make him order the trimsman to take the ship down) the prince will shoot the trimsman. If he shoots the trimsman or otherwise tries to take control of the ship, the schooner will begin to pitch. Roll 1d20: 1-4 means the stern of the ship will begin to drop, 5-8 the nose begins to dip, 9-12 the ship rolls to port (left), 13-16 it rolls to starboard (right), and 17-20 the ship begins to rise out of lanes that will be comfortable for the passengers. Roll once very three action rounds to find out if the ship is under control.

If the trimsman is killed or unconscious during combat, the ship will be assumed to have moved severely off course (sholari's choice as to direction). If this happens your players will have a unique opportunity to land the ship (on water is best – the landing gear may break in uneven terrain) and have some random enounters (they start on page 122 of the third edition). By following a coastline the players may be able to find their way back to their intended course.

The sholari can decide any time after Prince Tanoli's attempted abduction of Cyrin to allow the players to discover the adventure skyrealm (see page 29). If the ship becomes lost, the sholari may decide that the players encounter the included skyrealm, encounter a different skyrealm using the Generator on page 27, go through the excitement of aerial dangers (see Abandon Ship! on page 26), or move to a land route, shifting this adventure to a caravan mode.

The Crew

Captain Eval Dors
(Muadra)

CON	11	**STR**	12	**SPD**	9
SOC	14	**EDU**	14	**AIM**	17
COL	24	**LRN**	11	**SPT**	13
ISH	8	**AGL**	9	**LST**	11

Dors is a veteran of the Aylon fleet as trimsman, First Mate and Captain. He keeps his crew happy (and efficient), and tolerates a reasonable amount of laxity among the passengers and crew, although he does insist that passengers stay out of the crew section of the ship. He is a former daij addict and can only maintain Isho under 10; he can barely cast simple dyshas (like lightning blast, night eyes, tumble and bubble). He is a good swordsman and can be counted on in a fight.

Terrin Leis
(Muadra)

CON	10	**STR**	10	**SPD**	15
SOC	13	**EDU**	14	**AIM**	11
COL	28	**LRN**	16	**SPT**	13
ISH	30	**AGL**	13	**LST**	11

First Mate. She is young and training to take the trim. She uses daij in light doses as part of her training. She is trained in swordplay, but is more comfortable with her favorite dyshas - stiff, brain blast, wall, flingers and tumble.

Shali Powin
(Muadra)

CON	9	**STR**	7	**SPD**	17
SOC	11	**EDU**	12	**AIM**	15
COL	17	**LRN**	14	**SPT**	12
ISH	18	**AGL**	13	**LST**	12

A cabin boy who takes care of the passengers each night. He is about fourteen and has made three voyages. He can usually be found in the main salon or in the galley while on duty, and trying to sleep during daylight in his bunk or hammock. He has just begun his studies as a caji and can be found studying a series of books or asking questions of the off-duty trimsmen. He has made his first weave and – as a matter of self defense for his job – is Experienced with the tumble dysha.

Crewmen

Muadra

CON	13	**STR**	12	**SPD**	13
SOC	11	**EDU**	10	**AIM**	13
COL	18	**LRN**	11	**SPT**	10
ISH	15	**AGL**	13	**LST**	12

Non-muadra

CON	16	**STR**	14	**SPD**	12
SOC	10	**EDU**	10	**AIM**	11
COL	10	**LRN**	11	**SPT**	11
ISH	10	**AGL**	11	**LST**	11

The crew is 50% muadra and 50% human, boccord, or Iscin races. There is a floating mayoo game on board (which the PC's may be invited to join – use that Gaming skill!) and the crew gets along pretty well. One of the muadra on board may get into a fight with a trimsman, particularly if one or both are high on daij. If this happens, favored dyshas are stiff or brain blast, which will put stress on the crew for the rest of the voyage because of the need to taken over the fallen muadra's shifts. (The stricken muadra will recover in 1d6 days).

The Passengers

Cyrin Arsol
(Human)

CON	12	**STR**	10	**SPD**	9
SOC	15	**EDU**	14	**AIM**	8
COL	11	**LRN**	10	**SPT**	12
ISH	10	**AGL**	9	**LST**	13

The daughter of the chell of Aylon is an educated young woman with training in physical combat and the use of her own energy weapon, in addition to her career as an outdoor Iscin. She has become a passenger on the Aylon Star to get away from the impositions of Prince Tanoli at court, and to join her brother in Chaln Imagri, where he serves as Jasp's ambassador and trading agent.

Marah Launtreen
(Muadra)

CON	14	**STR**	14	**SPD**	12
SOC	12	**EDU**	15	**AIM**	14
COL	24	**LRN**	15	**SPT**	12
ISH	30	**AGL**	11	**LST**	10

Cyrin's matron is the latest in a long line of muadra friends to the family Arsol. Marah is quite proper and does not approve of casual conversations with young men or any liberties taken with her young lady. She is quite combat experienced and equally powerful as an enemy or loyal as a friend.

Prince Kars Tanoli
(Human)

CON	13	**STR**	14	**SPD**	12
SOC	10	**EDU**	13	**AIM**	12
COL	9	**LRN**	12	**SPT**	13
ISH	10	**AGL**	14	**LST**	15

One of the many sons of the current ruler of Thantier. He is quite handsome, with pale skin, black hair, pointed Van Dyke beard, piercing green eyes, and fine clothes. Unfortunately, he knows he is attractive and it makes him insufferable. He is also a member of the Drawkis Order, an old underground organization dedicated to the elimination of thones (anyone with human blood who isn't pure human. This includes muadra, boccord and trarch, and all the Iscin races), and the enslavement of all the "lesser" races for their rightful destiny of serving humans. He has been pressing for a formal marriage between himself and Cyrin Arsol. He has a -3 to any race other than purebred humans, a -5 to Iscin races and a -7 to muadra and boccord. He is quite used to having his own way in all things and is used to being obeyed without question. He is an inferior swordsman, but quite proficient with his black market hand pulsar.

Tor Dyskarb
(Human)

CON	10	**STR**	10	**SPD**	11
SOC	14	**EDU**	15	**AIM**	9
COL	9	**LRN**	16	**SPT**	12
ISH	6	**AGL**	12	**LST**	11

An old learsis who travels with the Aylon fleet, paying his way with his services on board and setting up massive limilate deals with healers around the world through his contacts in Thantier. He avoids combat, but his medical knowledge gives him a +3 with his fists, with +2 to damage, when pushed.

Tanoli s Henchmen
(Human)

CON	17	**STR**	17	**SPD**	16
SOC	11	**EDU**	11	**AIM**	14
COL	10	**LRN**	12	**SPT**	11
ISH	8	**AGL**	16	**LST**	12

Den, Arto and Karl are Thantierian soldiers and Tanoli's thugs. They are overconfident because they feel being pure-bred human makes them naturally superior. They tend to be reckless and competitive in fulfilling their master's orders.

Parsh Gawlesh
(Woffen)

CON	9	**STR**	10	**SPD**	12
SOC	11	**EDU**	10	**AIM**	8
COL	12	**LRN**	12	**SPT**	11
ISH	12	**AGL**	9	**LST**	11

A pup of twelve or thirteen. He seldom leaves his cabin and when he is seen he wears a long, dark brown robe. He is quiet and polite and more than a little secretive about his presence on the ship. If appropriately sweet-talked or made to feel comfortable he may confide that he carries messages to different religious figures around Jorune, and when his journey has ended, he has been promised a shanthic blade as a reward for his labors. If a PC steals one of his message tubes (or reads it and returns it without the boy's knowledge) he will learn that the bronth religious leaders have invited the primary church of Iscin leaders to join them in Dobre for a conference of unification next year on the first of Mullin. (This may lead to a new plot line – Is this good or bad for your PC's, and what do they do about it?).

Cabin Assignments

Cyrin and Marah are in Cabin 8 on the second deck. Prince Tanoli is in Cabin 2, the healer Tor is in Cabin 4, and the woffen boy Parsh is in Cabin 5. This leaves four cabins for the PC's, and each cabin comfortably holds two.

ABANDON SHIP!

Use the following tables to deal with the loss of the trimsman, or with a rough transition to a beta channel.

STABILITY (1d20)

1-14 Smooth sailing.

15-19 Turbulence. Roll 1d20: The higher the number, the rougher the motion. Under 14 requires a basic Agility roll to keep from going overboard (if above deck), or from slamming into the bulkhead if belowdecks. 15-17 requires Agility -2, and 18-20 requires Agility -4.

20 Violent pitching. Roll on Pitch and Roll table.

PITCH AND ROLL (1d20)

Note: Also roll 1d6. 1-3 is fore or port, 4-6 is aft or starboard. 1 and 6 are severe, 2 and 5 are moderate, 3 and 4 are mild.

1-4 Pitching (rocking fore and aft). Agility roll to maintain footing unless braced or strapped in place.

5-8 Rolling (rocking port and starboard). Agility roll to maintain footing unless braced or strapped in place.

9-15 Both rolling and pitching. Agility roll -3 to maintain position. Roll 1d6 for pitch, and 1d6 for roll.

16-19 Roll, pitch and altitude drop. Roll on altitude table. Agility -7 to maintain position. On a failed roll, roll on Overboard table if on deck (-3 to roll). Roll for damage to random location as fall if belowdecks.

20 Roll, pitch, altitude drop and violent lurching. Agility -10 to maintain position. On a failed roll, roll on Overboard table if on deck. Roll for damage to random location as fall if belowdecks.

OVERBOARD (1d20)

1-2 You go over the rail as if in slow motion. Strength may allow you to grab hold of something on the ship to hang on beyond the railing. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

3-7 You go over the rail quickly. Strength -2 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

8-18 You go over the rail very quickly. Strength -5 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

19-20 You go over the rail at full speed. Strength -10 to cling to something. On a failed roll you fall to the ground – only a strap can save you. Successful roll on Strength is required to climb back up the strap.

If you aren't able to climb back up your strap, maybe someone on the ship will pull you up after things calm down.

ALTITUDE (1d20)

1-14 Casual drop of 6,000 feet over several miles. Constitution roll to keep down your most recent meal.

15-18 Sudden drop of 4,000 feet. Roll again; if 15 or above a second drop of 4,000 feet.

19-20 Violent drop of 6,000 feet. Roll again; if 15 or above a second drop of 4,000 feet. If drop was started at 10,000 feet, roll on Crash table.

CRASH (1d20)

1-14 You can count the leaves on the trees at ground level, but the hull of the ship doesn't quite touch down. You simply clean up the mess, change your shorts and go on with your voyage.

15-19 Some contact. Roll 1d20 again; under 17 means contact with foliage and light damage to the hull.

20 Contact. Hull damage. Abandon ship. Your players are marooned or worse.

NOTE: If the ship begins to drop uncontrollably (three successive rolls of 19-20) it may crash. Prior to crash the crew may use the straps to lower themselves over the sides and – when they feel they will be able to either land with minimal injury or the muadra can use tumble to ease their fall – then will cut the straps prior to impact. On a roll of 1-9 people using this method of abandoning ship will land safely; 10-14 they receive all damage -2 to a limb; 16-18 they receive full fall damage to a random body location; 19-20 they receive a Death wound to a random body location.

The SkyRealm Generator

On any given day of a crystal schooner voyage, your players can see 3d6 skyrealms of varying sizes and features. Some are so small you can jog the circumference in a few minutes. Others are miles across. You may want your players to get a feel for skyrealms by generating a few at random for the team to encounter while on the journey.

SIZE OF SKYREALM (d100)

1-25	40' across. Roll Growth, Found A and Stability.
26-40	50'-300' across. Roll Growth, Found A and Stability.
41-60	300'-1000' across. Roll Growth, Found B and Stability.
61-74	1000'-3000' across. Roll Growth, Found B and Stability.
75-85	3000'-1 mile across. Roll Growth, Found B.
86-96	1-2 miles across. Roll Growth, Found C.
97-100	2-5 miles across. Roll Growth, Found C.

GROWTH (1d20)

1-3	Growth common to southern Jasp (trees, mosses, wildfowers).
4-8	Growth common to Temauntro (rowah grass, wheat, scrub trees).
9-14	Jungle growth common to Trinnu (these realms do get around on the isho flows).
15-19	Rough, rocky realm with large patches of exposed crystal, patches of heavy growths.
20	Mixture of plants picked up in its travels on the isho flow.

FOUND A (1d20)

1-4	1d6 human/Iscin race skeletons, 2d6 hungry beagre.
5-7	Grove of shirm-eh, 2d6 scragger.
8-12	Tumbernaw vines and flock of 1d6+2 wild talmaron.
13-15	Tumbernaw vines and 1d6 duradon.
16-18	1d6+1 trarch hunting party with empty talmaron bridles.
19-20	2d6 wild scarmis hunting 3d6 beagre.

FOUND B (1d20)

1-3	Group of 2d6 thivin artists with talmaron.
4-6	1d6 shantha. Roll Structures, Cult, and Goodies.
7-10	One lone thriddle, apparently upset, nervously holding a single piece of crystal.
11-12	1d6+1 thriddle, one of whom is able to throw dyshas of Desti. Roll Structures and Goodies.
13-15	2d6+2 caji wearing grey clothing and acting very secretive. Roll Goodies.
16-18	1d6 outdoor Iscin. Roll Race for each member of party, Structures and Goodies.
19-20	3d6 thivin in a private estate with a corral of talmaron. They are gauthi rug and Cushindell silk weavers. Roll 1d6 finished gauthi rugs valued at 2d6 gems each, according to size and workmanship.

FOUND C (1d20)

1-2	A village of 4d6 trarch worshiping shanthic artifacts.
3-5	2d6+1 shantha. Roll Structures and Goodies.
6-9	2d6+1 thriddle querrids, two of whom can use dyshas of Desti. These thriddle are living in tents. Roll Structures and Goodies.
10-15	3d6 outdoor Iscin living in the open. Roll Structures and Goodies.
16-19	1d6+1 cleash roaming the skyrealm. Roll Structures and Goodies.
20	A mandare trapped on a skyrealm.

STABILITY (1d20)

1-3	Realm pitches violently, rising and falling 3d6 yards every five action rounds. Players must roll successfully against Constitution or they become too ill to stay on the realm.
4-15	Skyrealm has some motion, but no more than an average boat ride.
16-20	Skyrealm is rock-steady.

RACE (2d6)

2	Muadra
3-5	Woffen
6	Boccord
7	Bronth
8-11	Human
12	Thriddle

STRUCTURES (1d20)

1-3	Ruins of a trarch village.
4-7	Ruins of 3d6 buildings; type and purpose are unknown.
8-11	A single large, step pyramid, heavily overgrown with tumbernaw. Roll 1d6; on 5 or 6, the adventurers wake a sleeping duradon.
12-13	Entrance to an underground shanthic dwelling occupied by 2d6 shantha. Roll Cult.
14-16	Cultivated field of shirm-eh, watched over by 1d6+2 ramian with talmaron. Roll 1d6; on 6 the ramian are in cheever.
17-19	Cave deep in the crystal, inhabited by 2d6+2 scragger.
20	Shanthic teaching circle of stone with an underground shanthic residence. Roll 1d6; on 5 or 6, a single shantha still resides in the undergound home. Roll Cult.

CULT (1d20)

1-3	Launtra
4-7	Tra
8-10	Desti
11-12	Shal
13-16	Du
17-19	Ebba
20	Gobey

GOODIES (1d20)

1	Rich patch of wild plants for making a high quality arrigish limilate, worth 3d6 links on the open market.
2	4d6 chunks of pure crystal. Roll Cult for isho type. Crystals of this size are worth 2d6 links to any caji or crystal cutter.
3-6	1d3 screepers and 1d3 sarceens. Roll 1d6; on 6, one screeper is functioning, with information on it that will give a player +4 on History (World) (it will open the skill if the player doesn't already have it). There are also 6d6 gemlinks worth of mixed crystal chunks. The artifacts will be of value to thriddle, to woffen (who will return them to shantha), or to shantha themselves (if you run into them).
7-12	Gire's cache, including 4d6 gems in currency of many nations, 2d6 swords (roll 1d6; on 6, one is a shanthic blade +1 (a one-handed sword), and 2d6 pieces of old Earth colony jewelry (or is it? Roll 1d6; on 6, one item is a wand with a squarish bulge in the center. It can be used to detect radioactivity, if a pure human keeps his thumb on a red circle.)
13-17	Remains of 2d6 adventurers (roll Race for each member of party). It appears they were all members of the same party and went mad and attacked each other. All their weapons (including Earth-tec) are ruined from years exposed to the elements, but looting will provide a total of 8d6 gemlinks in currency of several nations.
18-19	Remains of a dead corondon with all thailiers and grunder intact, worth a small fortune on the open market (3d6 gemclusters). The question is, how did it get here, what killed it, and is the thing that could kill a corondon still on the skyrealm?
20	Ancient, dying shantha of Ca-Launtra, who seeks to improve relations between shantha and other races who now live on Jorune. Before dying he will offer 2d6 sculpted Launtra crystals, which can each be cracked for 6 points of healing, 1d6 sculpted Desti crystals, which can each loose one Lightning Strike dysha, and 1d6 sculpted white crystals, which can each be cracked to open a warp. If the adventurers are kind to him and seek knowledge rather than confrontation, he will even show them how to *activate* the special crystals.

Kolo Shal Gasha is a good sized chunk of real estate, over a mile across and three miles long. It is very stable and has been boarded many times.

A primary feature of this skyrealm is the variety of the features found in the folds of its rugged hills. Enough rainfall reaches the skyrealm to cause a series of eroded creek beds that empty into a foul, stagnant pond on the narrow end of the realm. The pond is thick with brown-green algae and 3d6+4 frog-like jeesa. If captured, jeesa spew a dark brown, viscous liquid that will burn to cause an injury of 1d3 to Stamina. If the player tries to wash the goo from his body with water from the pond, a second 1d3 loss to Stamina will occur. If someone tries to eat a jeesa, it will make him sick and he will be at -3 to each Advantage roll made for 1d6 hours of game time. He will also be -2 to hit and -2 damage for the same period of time.

Don't mess with jeesa.

On the slope at the far end of the skyrealm the players will find the remains of a thin-walled stone structure. Successful rolls against Spot will reveal pictoglyphs on the ancient, worn wall of the structure; a roll of 1 will tell the players it is not human, shanthic or any other known writing (thriddle pay for this kind of thing, if they can pay or con the captain into taking part of a stone wall on board his airborne ship).

In the jungle near the structure, a really good roll (Spot -3) will reveal a grisly set of remains. They are about 1' to 1-1/2' long tubes of rose colored flesh with dried blobs of goo at one end and ripped meat with caked black blood at the other end. A successful roll on Education and Fauna Recognition will reveal these to be the remains of a thriddle's eye stalks. Successful rolls on Underground Information will reveal that ramian and cleash will cut off a thriddle's eyestalks and leave them to mark the kill to terrorize other thriddle.

While the adventurers react to this truly disgusting find, a warp will open 2d6x10 yards away and a thriddle will leap through before it closes. He has a thick thombo leather thong around his neck and from the thong hangs a single large crystal.

Hinnid To Gomo is a young thriddle forced to act decisively when his genetic desire is to hide in some safe, warm home surrounded by offspring. Hinnid will see the adventurers near the eyestalks of the thriddle he has come to help. Roll 1d6. On a roll of 5 or 6 Hinnid will assume the adventurers have murdered the unfortunate thriddle and will attack with lightning blast dyshas.

The adventurers will either fight with Hinnid or can try to talk him out of attacking with successful rolls against Fast Talk, Social -1, or Language (Triddis). If they fail in preventing a fight, the battle will go the way it goes. If they succeed, the thriddle will tell them his friend Narra So Gomo was a thriddle sentry who was to send an alarm if cleash discovered a warp location that could lead them to Tan-Iricid. A cracked thriddle crystal sends a message to the Mountain Crown (very similar to the Aylon radio crystals). The alarm was recieved at Tan-Iricid and Hinnid came as soon as thriddle masters were able to open a warp to So Gomo's location.

As they talk a second warp will open. A roll against Spot may reveal white fields behind the figures approaching the warp as 1d6+1 cleash plow through armed with crossbows and capsules. The warp to reach this skyrealm will close in 1d6 action rounds after they arrive.

Hinnid will be able to throw a total of six lightning blasts before his isho and his crystals are exhausted for the day. If he has thrown all of his dyshas at the players, he will be useless in the battle with the cleash. A good roll on Spot will show that Hinnid breaks his crystal as soon as the cleash come through the warp. Help will not arrive for at least one hour.

Hinnid is nearing hysteria; he keeps offering rewards to the adventurer to kill the cleash. He seems more upset than would be explained by a simple confrontation with the cleash. He says something about the cleash using this warp location to invade Tan-Iricid. He is afraid that they will get to the island.

If the players succeed in killing the cleash, Hinnid will stay on the realm alone until help comes from Tan-Iricid to destroy the skyrealm (the thriddle can do it – they've had to destroy warp locations before to protect Tan-Iricid, but it causes problems with the shantha).

If the cleash cannot be stopped, Hinnid wants to destroy the skyrealm! He is offering 1d6+2 gems (not gemlinks) to each player if the group can succeed.

A muadra with drain dysha may try to drain the skyrealm of energy. (This skyrealm has 3d20x30 isho and the maximum the muadra will be able to draw is 2d20x5 isho).

If the players are sharp, they may try to use the cleash capsules to crack the crystals that keep the skyrealm aloft. Roll 1d20; if the rolls for placement of the capsules are 2, 3 or 4, the crystals will crack and the skyrealm will begin to sink to the ground at the rate of 100 yards per action round. If the roll is a 1, the skyrealm will sink at 300 yards per action round and the impact with the ground will require each player to make a successful roll against Agility to avoid damage based on a 12' fall.

Note: Did the players have the Aylon Star tied up on the skyrealm? If so, a roll of 1 or 2 on 1d20 may result in damage to the ship's jarkis and may end the adventure until a Jasp class ship can reach the marooned Aylon Star to help repair it or, at least, take the players to another location.

HINNID TO GOMO

(Thriddle)

CON	9	**STR**	8	**SPD**	9
SOC	17	**EDU**	19	**AIM**	13
COL	18	**LRN**	19	**SPT**	14
ISH	15	**AGL**	10	**LST**	12

Hinnid has the following skills: Geography (Advanced) at Experienced, Geography (Basic) at Seasoned, History (World) at Seasoned, Language (Entren) at Experienced, Language (Triddis) at Seasoned, Languages at Seasoned, Lightning Blast at Experienced.

CLEASH FIGHTERS

CON	18	**STR**	18	**SPD**	15
SOC	3	**EDU**	8	**AIM**	16
COL	3	**LRN**	15	**SPT**	12
ISH	2	**AGL**	14	**LST**	11

The cleash have the following skills: Club at Seasoned, Crossbow at Seasoned, Language (Cleash) at Seasoned, Language (Entren) at Familiar, Languages at Familiar. Each is armed with a crossbow and 1d6 Throw Explode Jr.'s.

NEW CHARACTER OCCUPATION: TRIMSMAN

Trimsman		Cost	12
Extra Skill Rank Points	+4	Min Isho	15
Extra Characteristic Points	+4	Min Color	12

Trimsmen (or trims) are airship controllers from Jasp. The class is open to all races, but only to Jaspian citizens. Muadra receive separate skills for crystal manipulation. Muadra trimsmen use daij meat to increase Isho x 2 for twelve hours, followed by eleven hours of Isho reduced by 2d6, followed by ten hours of normal Isho (remember, Jorune has 27 hour days). Trimsmen use modified frost bolt and fire touch dyshas to control the temperature of the crystals in the jarkis. The work burns people out: -3 to Constitution and -2 to Strength.

Skills gained:

- Carpentry Exp M
- Crystal Cutting Fam H
- Geography (Local) Sea E
- Geography (World) Exp H
- Lore (Caji) Sea M
- Lore (Jasp) Sea E
- Lore (Shantha) Fam H
- Shipwright Fam H
- Sword, One-handed Exp C

If character is muadra, add:

- Fire Touch (modified) Sea (Isho 20)
- Frost Bolt (modified) Sea (Isho 40)
- 2 Dyshas Exp E-V
- 3 Dyshas Fam E-V

How to Play Mayoo

Mayoo is a thivin gambling card game played with a deck of 84 cards in seven suits of twelve cards (there is no jack). Suits are Stars (red), Staves (green), Pyramids (orange), Swords (blue), Moons (black), Gems (yellow), and Crystals (brown). The game is said to have been created by a thivin named Mayoo Dar Nassep and was originated to get the human, mutant and Iscin races to socialize and improve thivin trade. It is popular in most thivin enclaves and has become a popular game with condrij, githerin and freelancers of all races.

The game is similar to poker. Winning hands, in sequence, are:

MAYOO HANDS

Pair – 2 of a kind

Trio – 3 of a kind

Duet – 2 of a kind, plus 2 of another kind

Shast's Hand – 3 of a kind, plus 2 of another kind

Singer's Hand – 3 of a kind, plus 3 of another kind

Gauss' Hand – 3 in sequence, plus 3 of a kind

Mayatrish's Hand – 3 in sequence (same suit), plus 3 of a kind

Quad – 4 of a Kind

Weaver's Hand – 4 of a kind, plus 2 of another kind

Warrior's Hand – 4 of a kind, plus 3 of another kind

Toth's Run – 4 in sequence (different suits)

Thriddle's Run – 4 in sequence (same suit)

Quint – 5 of a kind

Condrij's Hand – 5 of a kind plus 2 of another kind

Yord's Run – 5 in sequence (different suits)

Jer's Run – 5 in sequence (same suit)

Shandane's Hand – 5 of a kind, plus 2 of another kind

Lady's Hand – 7 of one suit

Sixer – 6 of a kind

Shantha's Hand – 7 of a kind

Prince's Hand – 7 in sequence (different suits)

Sage's Hand – 7 in sequence (same suit)

The dealer shuffles the cards and distributes hands of six cards each to each player. The first bet is placed before the players look at their cards. The dealer picks up his hand first and may opt to take 1, 2, 3, or 4 cards from that hand and pass them to the left. That person must take the same number of cards and pass them to the player on his left, and so on, until the dealer receives the same number of cards from the person on his right.

All players look at their hands and are ready to bet. Each player decides the most advantageous cards to keep in his hand and which would be best to discard. A player may discard up to four cards and may play with only two cards (if he thinks those cards are really good). New cards must be bought by putting a bid into the pot of bets already on the table. Each player must match that bid or may raise the bid by no more than 100%. If players cannot match the current bet, they must discard one card and play their hands based on the cards still remaining. It is possible for a table of players to force one player out of the game.

The player who started the bid will receive a new card when all other players have completed their action on the bid, or by matching the raise, if any was made. The same process is repeated one time for each card the players have discarded.

Once all new cards have been bid upon, or players have decided to play – or have been forced to play – with reduced hands, the real gambling begins. Players begin to bet on the value of their individual hands for as long as their money, nerves and luck hold out. Play progresses around the table to the left. Anyone who is not able to match a bet on the table during the round must fold and is out of the game. Anyone may choose to pull out of a game at any point.

After the first three rounds of betting, any player can 'call' the hand by placing a final bet, which must be matched by the other players still in the game. After a complete round of call, the cards are revealed and the highest hand winds. Hard-core gamblers will often use the rankings of the suits in case of tied hands. From lowest to highest, they are: Stars, Staves, Pyramids, Swords, Moons, Gems, Crystals. If one player has outbid, bluffed or otherwise survived all the other players in a hand, his cards are not to be revealed.

The deal progresses to the left for the next hand.

To simulate mayoo in game play, have the players place their bets and then roll against their Gaming skill. If they lose, they have lost their bet. If they win, they win money equal to 1/2 of the difference between their skill and their roll. If they make their roll exactly, they break even. For example, if the roll is made by one, the player wins 50% of his bet (in addition to keeping the original ante); by four, the player wins 200% of his bet; etc.

Because of Jorune's history, a great variety of artifacts exist. Rather than using a random generator, it would be better if the sholari selects items appropriate to the players' skills or interests. There are four basic artifact groups:

Post Colonial Artifacts – There is always pride in your own history and since the fall of the colonies, many cultures have formed, flourished and vanished on Jorune, ranging from small clans that dominated a few valleys for a couple of hundred years, to mutli-city kingdoms that rose, conquered their neighbors, and vanished because of natural catastrophe, disease or internal decay. Artifacts may include wood or stone carvings, bits of pottery or clothing, ancient jewelry, or even fragments of old documents in varying stages of decay.

Colonial Artifacts – Items from the original Earth colony are prized possessions. While weapons and powered devices are most popular, there were other items used by the colonists, including children's toys, items related to food preparation (including 3500-year-old canned goods), game pieces, bits of jewelry, military insignia, parts of weapons, and devices and other goodies the sholari can create at will. Avoid giving too much Earth-tec weaponry to players – this helps preserve the near mystic value of such items.

Earth-tec combatton

Lamorri Artifacts – Fifteen hundred years before the Earth colony, another culture tried to conquer Jorune. The lamorri and their partners, the cleash, brought slave races from their home worlds. The invasion force enslaved the shantha and began a massive program to mine Jorune for its isho power. They did this by modifying natural skyrealms (several of these were exported from Jorune and may play a part in some future activity), by creating artificial skyrealms, and by building great pyramid structures called "thooh'sa" to drain and store isho. The area around an activated thooh'sa may turn to desert – which explains the presence of the Doben-al. While working on Jorune, the lamorri left artifacts in the form of tools and weapons, most of which have meaning only for the thriddle, cleash and ramian. These are usually chunky, brutal looking objects with an ominous feeling about them. They will not be understood by your players unless they have Lore (Lamorri), which is a very hard, very advanced skill the sholari would need to offer.

Shanthic Artifacts – The dominant race of Jorune has had many chapters in its history. For the past ten thousand years these have included the rise of the seven shanthic sects, based more on physical isho properties of the shantha than a choice in which moon to follow. There was a 1,000 year war, the conquest of the lamorri, the attempted domination of the shantha race by a maniacal Ca-Desti shantha, and the Great War with the Earth colony. Like the other races of Jorune, it has taken the past 3400 years to bring their civilization back to a sustaining level. Shanthic artifacts may take the form of crundorras (batteries of isho power), screepers (advanced teaching devices), sarceens (information storage devices), cle-eshta (isho amplification devices), thosks (isho cannon), and small tokens shantha exchange that are polished bits of crystal-veined stone which carry personalized isho patterns. Shanthic devices appear to be constructed of stone and other natural, enduring materials (very little metal is used) and should be almost indecipherable to the players. The players may want them because they are beautiful, and someone might pay them a lot of money for them some time.

Try to keep artifacts rare or they will lose their value in the game.